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Ultima IV

QUEST OF THE AVATAR

Prepare yourself for a grand adventure: Ultima IV,™ sixteen times larger than Ultima III,™ is a milestone in computer gaming. Lord British has produced a game to challenge, not only your physical and mental skills, but the true fabric of your character.

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"Ultima IV is without a shadow of doubt the ultimate RP strategy game. Never has a game held my attention like this one does: it is a masterpiece of programming. If you only buy one game this year, make it this one." Popular Computing Weekly

"Ultima IV is a great challenge and will take many months to complete. For this reason I would recommend the game to avid adventurers." Zzap 64

"Quite simply, Ultima IV is the best role playing game I have seen for any computer. In terms of sheer size and playability, it is tremendous value for money. If you don't have a disk drive, go and sell something else and buy one. Then buy a copy of this amazing game." Computer Gamer

If the format appeals to you, then you won't be disappointed – it is the best of its genre I have come across." Commodore User

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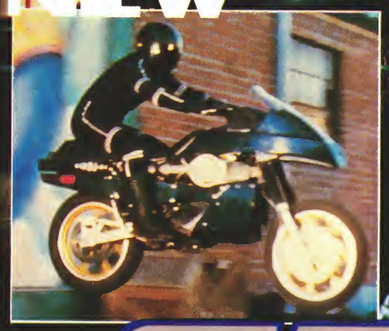

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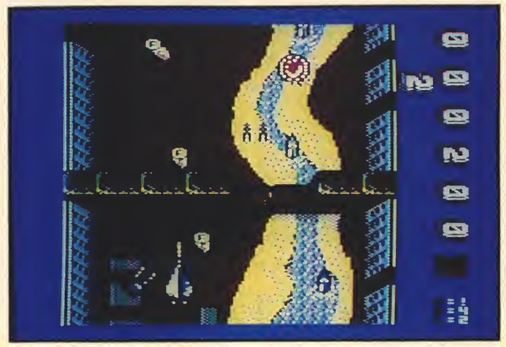

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NEWS NEWS NEWS

1986 National Computer Games Championship

The National Computer Game Championship is an event organised by Mikro-Gen based on a specially written version of its' game, Battle of the Planets.

Now we are looking for a Gamer Champion to represent us in the finals.

We have 100 special versions of Battle of the Planets to give away to the first Gamer readers to enter. Then all you have to do is gain as high a score as possible bu the closing date. The player with the top score will become the Gamer champion. Full details will of course be sent out with the free tapes.

If you'd like a chance to become the Gamer champion then send a stamped addressed envelope to:—
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London W1R 3AB

Spectrum ACE

ACE, the combat flight simulator that has been flown by many a C64, C16 and Plus/4 owner is set for take off on the Spectrum.

The game features not only realistic handling and controls of a fighter aircraft but also a combat game that makes it more than just another flight simulator.

Your mission is to drive back the enemy forces of tanks, helicopter gunships and planes in either day or nigh, summer or winter scenarios.

ACE will be available for the Spectrum soon and will cost £8.95

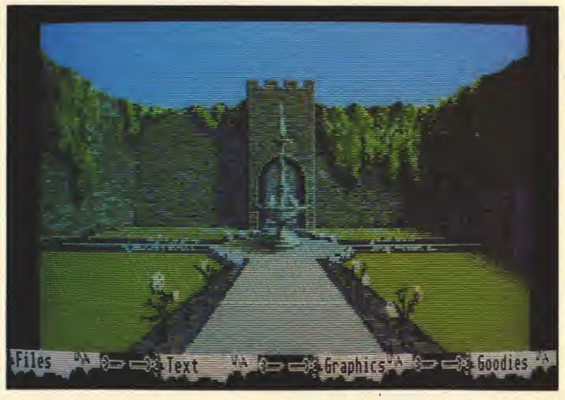
C64 Pawn

The great news for adventure fans is tht work on the C64 version of the Pawn is nearing completion.

Many people have admired this amazing adventure from afar as it was originally released by Rainbird only on the Atari ST. Now Gamer readers with a C64 will soon be able to play the game that features pull down scrolls (menus), incredible graphics and a parser with text handling routines that would grace any word processor.

The game was originally written by Magnetic Scrolls in a text only format for the Sinclair QL but has gained a new lease of life thanks to the ST's amazing graphics.

According to Rainbird the Pawn will also be available in Amstrad, BBC and Atari formats on disk only and will cost about £22.95.



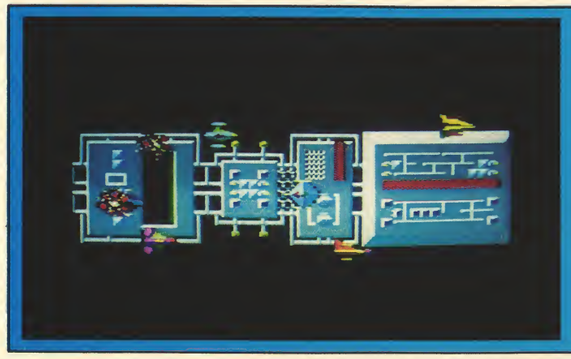
Jack the Nipper

Jack the Nipper, the hero in the next game from Gremlin Graphics, is bored with all the wimps in his town. He's tired of their boring games and goodie goodie ways so he decides to liven things up.

At the police station he finds a battery which he can use to blow up the computers in the computer shop.

The more naughty he gets, putting glue in all the false teeth for example, the more he scores on the naughtometer at the bottom of the screen.

Jack the Nipper will soon be causing havoc in Spectrum, Amstrad and MSX computers.



W.A.R.

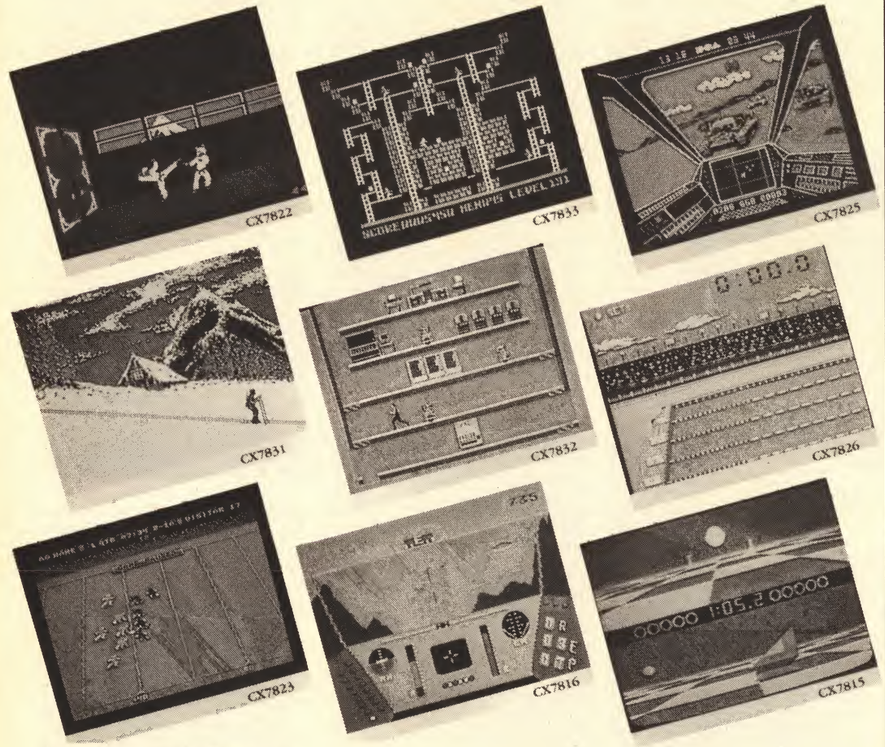
W.A.R. is to be a fast action, arcade, shoot em up coming soon from Martech.

The screenshot here shows your spacecraft flying inside an industrial cylinder showing solar power cells, power stations, fuel supply lines and aline Droidans that have you surrounded.

To avoid the aliens you can weave your way through the red raised objects or you can flip to the outside of the cylinder.

Confused? Be sure to get next month's Gamer for more on this exciting game.

NEWS NEWS NEWS



Atari 7800 Software

Our spy at the recent Consumer Electronics Show in Chicago has sent back these pictures of the type of games that will be available for the new Atari 7800 games console when it is released over here in a few weeks time.

Games such as Winter Games, Sky Fox, Impossible Mission, Ballblazer, Rescue of Fractulas and Touchdown Football are all highlights of computer software and will be available in cartridge form for this new machine.

We first told you of Atari's plans for this super games console in our May issue which will sell for around £70 for the machine itself and two joysticks.

For our spy's full report from Chicago turn now to page 25.

US Gold's Monster Hit

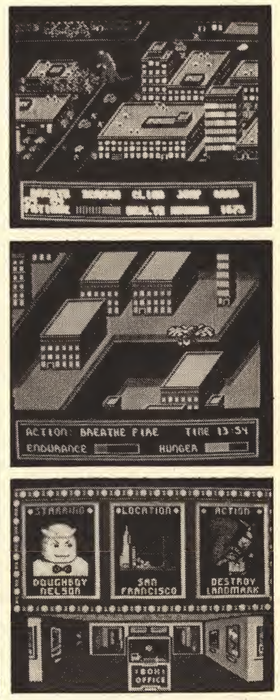
US Gold have quite literally a monster game coming soon as they plan to release Epyx's Movie Monster game.

The game offers you the chance to play one of six monsters in any of six famous cities in a choice of scenarios ranging from a daring rescue attempt to simply eating everything in sight.

Inspired by the Godzilla films the player can become a Giant Wasp, the Glob, a Tarantula, King Cream Puff (?), Megatron Robot or Godzilla himself and crunch buildings, set fire to parks, pluck jets from the sky or sweep aside cars with your tail depending on your monsters unique abilities.

The action can take place in Tokyo, New York, London, Moscow, Paris or San Francisco each populated with police, army and an air force who aren't too keen on a monster roaming around the streets.

The Movie Monster Game will be playing in a computer near you very soon.



Beyond's Compilations

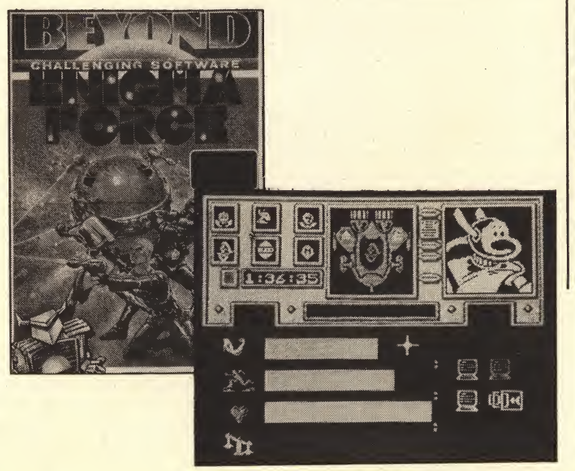
Beyond Software is set to release two exciting compilation tapes each containing four great games.

The first for the Spectrum features the award winning Shadowfire and it's sequel Enigma Force as well as Sorderon's Shadow and Doomdark's Revenge.

The C64 tape also contains Shadowfire and Enigma Force but is completed by Quake Minus One and PSI Warrior.

Either tape represents excellent value for money and costs only £9.95.

Beyond is also giving away T-shirts worth £5.95 to anyone who buys the latest release Bounces either by mail order or at the forthcoming PCW Show in September.



NEWS NEWS NEWS

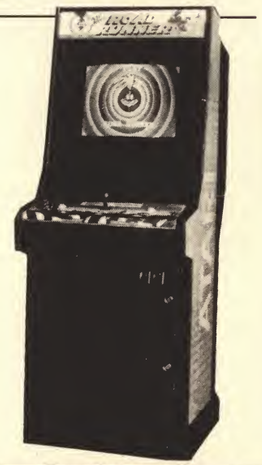
Msxtra
Alligata has launched a compilation tape of four games for the software starved MSX range of computers.

The four titles are all existing full price games and consist of the arcade challenge of Blagger and Disc Warrior as well as the sporting skills of the American Football game Superbowl and completed by an enhanced 3D version of the boxing game Knockout.

Coin-Op News
Salamander
Konami are set to release their best game yet, better even than Track and Field.

Salamander is to be a two player interactive game where players can join at any time during the game. Their quest is to defeat the despot of the evil galaxy, Salamander by battling against organic monsters, nuclear spiders, raging infernos, caverns of despair and demons that lie beyond the dimensions of our minds.

In a recent edition of the Amusement Machine Guide, Salamander gained a triple 9 rating achieved only once before by a game called Gauntlet.



Gauntlet
Gauntlet is now available in a smaller tow player version with either player getting a choice of any of the games four characters so the gameplay stays the same.

Good news for Gauntlet fans is that US Gold are working on a computer version of this coin-op classic to be released in the Autumn. However the first software house to release a Gauntlet style game is Mastertronic and you can read all about the £1.99 Amstrad game, Storm, by turning to page 37.

Two other exciting Atari games to look out for are Road Runner and Rygar.

Road Runner is based on the attempts of the Coyote to catch the famous cartoon road runner in a game promising stunning cartoon graphics.

Meanwhile Rygar is a 27 round fantasty game which Atari claim has superb animation and unbelievably detailed grpahics.

C64 Mexico 86?
Some of your have already realised that we mistakenly stated that there was a C64 version of Qualsoft's Mexico 86 football management game (World Cup Special — Gamer June 86). Indeed hundreds of you phoned Qualsoft convincing them that they should do a football game for the C64. As a result Qaulsoft are just adding the final touches to the C64 version of Soccer Supremo with the start of the new season.

The game is to be a Mexico 86 style of management game simulating your efforts as a club manager under a 3 year contract. Do well and you may get another contract. The game features not only league matches but also the FA Cup and the three European Cup tournaments.

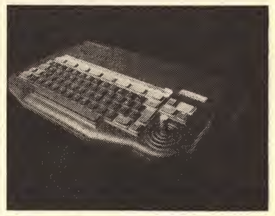
The C64 version of Mexico 86 isn't due until Christmas long after the World Cup and Maradonna have been forgotten and so it is to be repackaged with the fixtures to be played against random teams making it a more durable World Cup management game.

Level 9
Level 9, in conjuction with Mosaic Publishers are set to release a sequel to "Adrian Mole", called "The Growing Pains of Adrian Mole". If it's anything like it's predecessor we'll all have pains, also planned is "The Archers" written by the programme scriptwriters it is described as "hilarious" we shall see. What does sound very interesting is "Knight Orc" playing the part of an Orc hero, you set out to reek revenge on the various adventurers who have maimed and killed your fellow Orcs since adventures began, now that sounds a bit more like Level 9.

Enterprise Goes Bust
Enterprise Computers have gone out of business.

The company was dogged with delays and bad luck surrounding it's Z80 micro. The Enterprise Computer was finally launched a year late after three name changes (Elan, Flan then finally Enterprise) due to legal problems.

Although the Enterprise was arguably technically better than the competing micros, such as the Spectrum it failed to get the crucial software support.



Bard's Tale
Ariolasoft's "The Bard's Tale" now looks as if it could be released around 28th July, basically a RPG, the action takes place in and under the town of Skara Brae, which is going through a rather long Winter, thanks to Manger, an evil old Wizard who just happens to have an eternal Winter spell up his left sleeve. With over 128 various monsters, some animated, 85 new magical spells and 16 full colour dungeon levels I can't wait to see it.

C16 Who Dares Wins II
The C16 version of the all action combat arcade game is to be released in September by Tynesoft!

The Geordie software house has been busy acquiring the rights to 'C16 conversions which are now set for release.

Tynesoft will also be releasing C16, BBC/Electron and Atari versions of Software Project's Jet Set Willy II and seven previously unreleased Scott Adams adventures. The first games Savage Island I and II are also due in September and will be available in C64, Spectrum, Atari, C16 and Plus/4 computers.

Free Modems!
Micronet are offering a modem absolutely free to anyone subscribing for a year, in advance, to both Micronet and Prestel.

The offer is the result of Micronet buying up substantial stocks of modems which are the VTX5000 for the Spectrum and the Modem 2000 for the BBC.

NEWS NEWS

Budget Bonanza Update
Since last month's roundup of budget software in which we reviewed over 100 games even more titles have appeared in the Gamer office.

Elite Classics
Elite Software has joined the budget bandwagon with the release of it's Classic range of games. The games are mainly those released previously by other companies and include Legend's Valhalla, Tornado Low Level from Vortex, Pool (CDS), 3D Starstrike and 3D Tank Duel by Real Time, Skooldaze (Microsphere) and Full Throttle and 3D Death Chase from Micromega.

Firebird
Four new titles in the £1.99 Silver range feature a battle in a cocktail cabinet in Harvey Headbanger (Amstrad), the C16 conversion of Booty, Ninja Master for the C64 and a Spectrum arcade strategy game called Rebelstar.

Mastertronic
Mastertronic have released two conversions of particular interest to Gamer readers. The first is the Atari version of Spellbound and it's sequel Knight Tyme on the Amstrad. Both of these games are written by David Jones and feature the new "windimation" system where adventure style commands are entered as options in window menus.

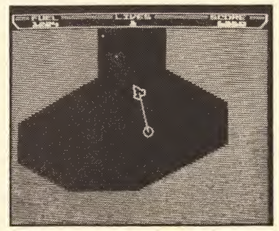
Spellbound and Knight Tyme are MAD games and cost £2.95 each.

Mastertronic are also planning to release a budget joystick. We'll bring you more information as soon as we get it.

BBC Thrust
The BBC version of Firebird's chart-topping budget game is to be released by Superior as a full priced game.

Now BBC and Electron owners can test our belief that this addictive game is good value even at £7.95 because that is exactly what they'll have to pay. However one lucky player who is the first to collect the pods from all 24 planets and complete the game stands to win a trophy as well as £250.

BBC owners willing to take the test will find a review elsewhere in this issue.

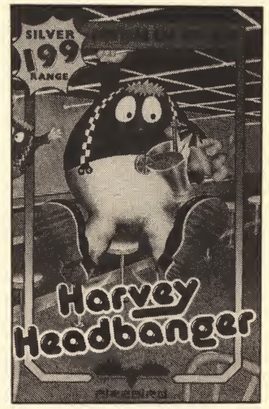


Alpha Omega
Three new titles have been released as part of Alpha Omega's £1.99 with my favourite undoubtedly being Hercules (see review) the other the seasonal (?) Summer Santa and Dekorating Blues.

Americana — Part 2
US Gold has released the second batch of Americana games including some on disk for only £4.99. The new games are a collection of adventures and arcade games, some of which are re-releases of previously full price games and there are new games for C64, Atari, Spectrum, Amstrad, C16, BBC and Electron computers.

The pick of the new games is the first in the Scott Adams Questprobe series which features the Incredible Hulk. This, and a Spectrum platform game called Subterranean Nightmare are reviewed in this issue of Gamer.

Spectrum Adventures
Two Spectrum adventures which will keep you busy are "Merhownies's Light" where all the action takes place on "the remotest lighthouse in the world", sounds like CG's offices, and "The Spore" which put me off my mushrooms, available only by mail-order from S Kendall, 118 Kingsway, Ossett, West Yorks, they offer excellent value at £2.00 each



Aries the Ram

In these heady, golden days of summer, strawberries and sports simulations, it's very easy to forget your responsibilities. This is very irresponsible to state the obvious, and you mustn't do it since it's a little bit naughty. Don't just look after number one, look after number 27 as well.

Gemini the Twins

Everything is a little bit blurred at the moment. Things seem very hazy, I can't quite work out whether you are going to have a disastrously horrendous month or an amazingly positive one. Suffice to say that you'd better watch your back but mind you don't get a crick in your neck.

Cancer the Crab

If you want my opinion then I'll give it you, if you don't then you'll have to shut up because I'm going to tell you anyway. I think that you'll probably run out of money this month, don't ask me how I know just phone you bank manager and tell him to stop handing out confidential information.

Leo the Lion

This month should be a roaring success in the mane, and you'll take a pride in your work. There are no flies on you at the moment but that's a different tail. Next month we'll get our teeth into the really meaty stuff.

Virgo the Virgin

The time has come for you to take the most important step of your life. You have now reached a crossroad. The route you decide to follow from here will affect not only your life but the lives of everyone else with whom you come into contact. Better go back the way you came or, knowing you, you'll make a disastrous mistake.

Libra the Scales

The movements of the eternal, celestial bodies are swinging around to converge on your birthsign. Jupiter will collide with Saturn in a hellish inferno never before witnessed by the eyes of hapless homo sapiens. OK so I'm exaggerating but at least now you know that things could be worse.

Scorpio the Scorpion

Since you're such an arrogant person I think it's time that you were cut down to size a bit. Why on earth you think that you're God's gift to the computer world besides being the best thing since pot noodles I have absolutely no idea. Now is the time of the great come-uppance.

Taurus the Bull

Following the age old principle that you should save the best bits till last, I've obviously got mixed up although there's not much to choose between any of you lot really. Before I give in to the acute symptoms of devastating boredom which are beginning to assault my innermost psyche, I'd just like to say that you're probably the most objectionable person I know.

Saggitarius the Archer

O wonderful Saggitarian, epitome of the beautiful person. You are witty, intelligent, charming and oh, so popular. Beware everyone else because they're seething with jealousy over your many attributes and virtues.

Capricorn the Goat

Darkness, gloom, despondency, tragedy, heartbreak, misery, agony and fear. Yes, these are just a few of the things which you will be experiencing within the next 50 years or so. However don't let it get you down because the next couple of days will probably be average.

Aquarius the Water Carrier

Hello, Angel child. How is my little cherub. Fine? good, glad to hear it. Well, in that case you don't need my advice so I'll leave you out this month. Just don't get yourself into any scrapes while by back's turned.

Pisces the Fish

Many moons ago, long before the world knew that it was threatened with your existence, a certain meteor crashed through the atmosphere of the Planet X and due to a weird electrical reaction gave birth to the micropulse of life that would one day be you. I'm sorry but I found out you're an alien.

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The amazing, combined text and graphics adventure generator enables you to produce fast, compact adventure games with the minimum of effort and the maximum of creativity. Stunning graphics can be created quickly and easily with the powerful picture generator that has many features including:– dot, circle, elastic line, ellipse, fast fill, shading, step by step review, easy editing and the ability to merge pictures.

The comprehensive, intelligent command interpreter can handle complex sentences and multiple input commands. There is also an extensive text compression facility that allows you to produce far more detailed and numerous location descriptions. Plus a full function editor, automatic word formatting, a logical command interpreter and an abbreviated input acceptance facility.

So unleash the power of your imagination now with **The Graphic Adventure Creator,** for your Spectrum, Commodore 64, BBC B or Amstrad. Available from all leading retailers or direct from Incentive on 0734 591678.

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TRAP

You're on your own, flying a one man spaceship — and you're flying into a certain trap — but is it certain death?

After a number of re-writes of the same old train game, and a rather indifferent ladders and ramps game. It is good to see The man come up with a game that really suits his style.

Trap is (for want of a better phrase) a 'shoot-em-up' in a style that is almost, but not quite, of a type completely different from Uridium. You fly your ship up the screen over a smooth scrolling landscape and kill things, that's it! Well no actualy, I lied, there is rather more to it than that. So I present:

All you wanted to know about 'Trap' but were afraid to ask!

The object of the game is to collect orbs, one orb can be collected per level. With more orbs you can get better ships to fight with, so orb collection is fairly important.

You start off with a basic ship, with low firepower, a high fuel consumption rate, no cargo carrying capacity, and not much maneouvreability to speak of. There are five different ships in all, the top one goes like crazy, shoots like a machinegun, can carry as much cargo as you need, and doesn't use much fuel at all.

Armed with your ship you fly into the trap. the first section is a fairly easy 'zap the asteroids' stage and careful thinking with not too much over confidence can see this lot off. After this comes the main stage of the game, as the surface of the planet looms up towards you.

In this section you have certain quotas of things to do, a certain number of aliens must be shot, lasers destroyed, and boats bombed. Aliens come in a number of different shapes and sizes, all of them are nasty, but some are more nasty than others — well, actually, most of them are more nasty than others. Once your quota of aliens has been met, no more will appear, all that is left are the fairly harmless meteors, that wander slowly down the screen. So it's a good strategy to get rid of all the aliens to start with, then you have less hassle to contend with later one.

Lasers can be destroyed by shooting their projectors on the wall, sometimes lasers appear immediatley after a wall crossing our flightpath, this means that you can't get them and have to smart bomb them instead — which is a shame, because you don't score anything for using a smart bomb.

Once the aliens are taken care of the boats are no great difficulty, but you must make sure that you get everyone that you pass over. There are only usually enough boats to meet your quota, and missing one can mean you going round the course again. The technique for bombing them is to simly pull back on the stick and press fire, this can be awkward in the middle of a space battle, so be prepared to wipe out the aliens as early as possible to avoid these problems.

As well as meeting your quota there are another few things that you can do to up your score. Every now and then a cargo ship will appear shoot this and pick up the pod that it drops for extra points. If you have some cargo space on your ship you can store the pod. Elsewhere in the game there are little men on the ground, drop your pod onto them for an extra life and some more points.

Every so often an eye can be seen on the ground winking at you. Bomb this for more points, or if you let it drift off the screen the police are informed of your presence. Five police ships will then appear in formation, shoot all of these an you get a large bonus. Well worth the risk!

The graphics of the game show a Zaxxon-like setting with walls on either side of the screen. Every so often there are walls across the screen with small gaps in them. These can be used to great effect when eliminating aliens. When you are in the process of taking out your quota, position yourself just after one of these breaks in the wall. This means that you can zap any aliens that appear in front of you, and any that appear from behind get chewed up by your exhausts.

There are a number of things not to do in this stage. One of them is not to crash into the walls or pillars. The walls are easy to avoid, but some of the pillars are a bit more difficult as you can only tell that they're there by looking at the length of thier shadow.

Running out of fuel is also a big no-no, this is more difficult to watch in some of the lesser ships as they use up fuel like it was 30p per gallon. A fuel gauge is displayed on the right hand side of the screen — watch this at all times, otherwise you get rather stuck. And the bad guys come on as fast as they possibly can.

One last thing to watch is bombing the little men — don't. If you do a hunter killer ship will appear and smash you up, and there is no escape from this one.

And beyond

After you have zapped all your aliens, eliminated all the lasers, and sunk all the boats, the border turns red and you go onto the final section. In this, your ship lands and your little man jumps out of the ship and starts his final run. In this you have to run along a sort of maze of walkways, avoiding falling down the holes. This needs some pretty tricky manoeuvreing as some of the walkways can be very thin.

As well as this you have to shoot all the horrid little aliens that come after you. This can be made easier if you remember that your bullets will bounce off the walls and you can run and fire diagonally. So if you zig-zag and fire a lot, you can ricochet your shots all over the place and cover a fairly wide area.

You have to watch what you are doing though as you can shoot bullets off the top of the screen and accidentally shoot the orb, and doing that means re-running the whole level again. If you do this, or you simply run past the orb, then there is still a small benefit to be had. Stand at the top of the screen and keep shooting aliens indefinately gives you 100 points each — though it does get a bit boring. The advantage is that when you get killed or you jump off the edge, you do not lose one of your precious lives — quite useful that!

With your orb, you can then get the next ship down the line. Which you will need as the next level will have more and nastier aliens and even more things to get.

The little extra in every packet

Trap has one or two more interesting features in its cheat and demo modes. Unfortunately I am banned from telling anybody how to access these modes (though they are fairly obvious when you think about it), but I can tell you about them (a rotter aren't I!).

The demo mode is a seven minute animated sequence with full music. The music is provided by the Wemusic group and the graphics are rather good and fits in with this well. The graphics show rotating planets, stars, space ships and the little man. There is also a drummer bashing away on a massive kettledrum (all in time to the music!).

Demo mode — but can you find it?

The verdict

It is always difficult to sum up an all action video game. The current wave of 'thinking game', 'strategy game', and 'adventure game' snobbery is trying to make computer games into something more than what they were originally intended to be — which is just something that is challenging and enjoyable to play.

I like action games and have no shame in that. They take as much thought as the most difficult adventure game ever written — and generally that thought has to manifest itself in a couple of microseconds.

'Trap' fits all the criterion for an excellent action game, its fast, challenging,and long lasting — you always think that you'll get it next time, next time, next time. Whilst still being playable and winable. Trap is certainly a winner.

10

11

CAN YOU PUT A STOP TO THIS LITTLE MENACE'S EXPLOITS?

JACK THE NIPPER...

AHH!.. WHAT A LUVERLY DAY.... FOR A WALK TO THE SHOPS...

And you'd better behave yourself

Course I will Mum!

...& HERE WE ARE!

JUS' MICRO NOW IN... JACK the NIPPER!

OH NO! NOT HIM AGAIN

Oi-! load in Jack the Nipper for me-or else!

MONTY'S RUNNING OFF!

...OR SO THE STORY GOES-WE THINK!

AND SO... A STAR IS BORN...

I luv scaredycats

And I always have a smashing time

FREE badge with every program!

Me's a star

Just look what I can do!

Ha Ha! I'm a monster maker

Bet ya can't stop me freeing prisoners

Ugh teddies, they must think I'm a baby!

BUY THIS GAME...OR ELSE!

Gremlin Graphics Software Ltd.,
Alpha House, 10 Carver Street,
Sheffield S1 4FS. Tel: (0742) 753423,
Telex No: 547274

GREMLIN

SPECTRUM 48K · MSX · AMSTRAD ·

ARE YOU TOO MUCH OF A WIMP TO PLAY THIS GAME

MELBOURNE HOUSE COMPETITION

Melbourne House were one of the founding software houses of the games industry and came to fame with the release of the Hobbit. That success was quickly followed by the award winning Way of the Exploding Fist which is soon to have a sequel, Fist II.

Two of the latest games from our twin packs and we've got 15 sets to give away.

The featured games are the all action Rock 'N' Wrestle from the authors of Fist and the new superhero, comic strip adventure, Redhawk.

Both have been featured well in Gamer each getting high marks in all categories. Rock 'N' Wrestle was even featured on Saturday Superstore. Redhawk is a new style comic book adventure featuring you as Redhawk whose adventures are plotted in comic style frames. Both Redhawk and Rock 'N' Wrestle are excellent games, but since Rock is the better known we're basing the compeition on that. A competition in which you could win Rock 'N' Wrestle and Redhawk for your Amstrad, C64 or Spectrum micro.

How to enter

All you have to do is study the screenshots of Rock 'N' Wrestle below and answer the questions alongside them. Then put the answers on the form below, fill in your name and address and send it to:
Computer Gamer (Melbourne) Competition
No 1 Golden Square
London W1R 3AB

All entries must reach us by August 20th.

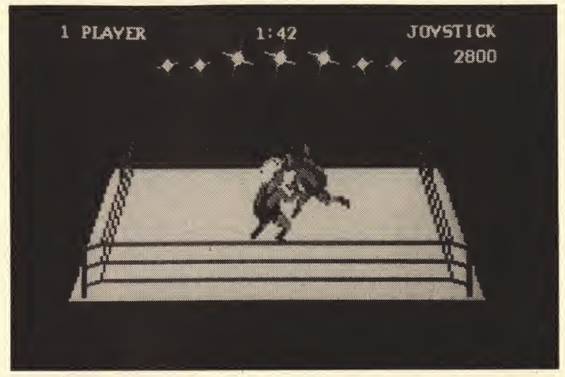
Then as a tiebreaker we would like you to think of a Rock 'N' Wrestle style name that the likes of Lord Toff, Vicious Vivian and Redneck McCoy could take on.

Hurry! If you beat the count you could win a twin pack of great games!

Calling all Spectrum, C64 and Amstrad owners! Here's your chance to win a twin pack of Melbourne House games.

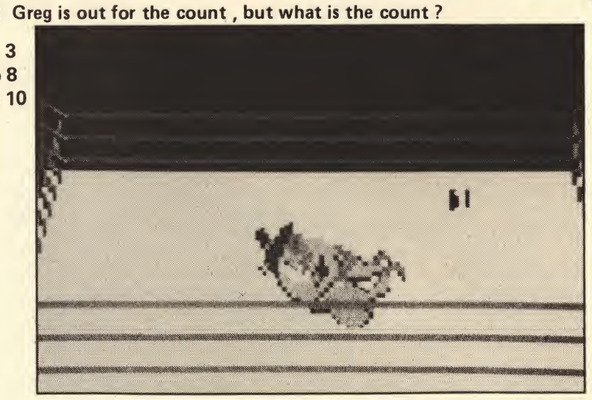
1 Who is Greg , the hero of Rock 'N Wrestle grappling now ?

a Redneck McCoy
b Lord Toff
c Angry Abdul



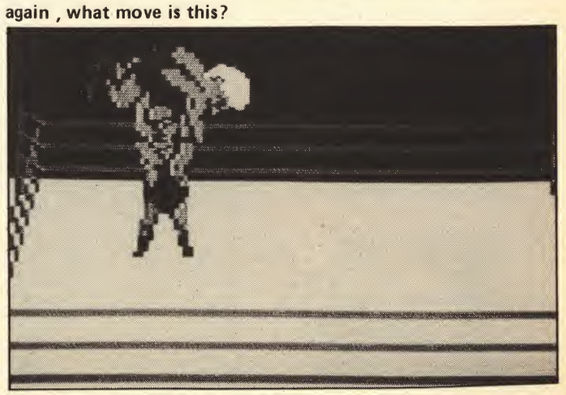
2 Greg is out for the count , but what is the count ?

a 3
b 8
c 10



3 Greg in trouble again , what move is this?

a Turnbuckle Fly
b Backbreaker
c Aeroplane spin



Please write your answers on the back of your envelope.

Computer Gamer (Melbourne) Competition
Answers:

1) .....

2) .....

3) .....

My wrestler is called .....

If I win I would like an Amstrad/C64/Spectrum pack of games.

(delete as applicable)

Name .....

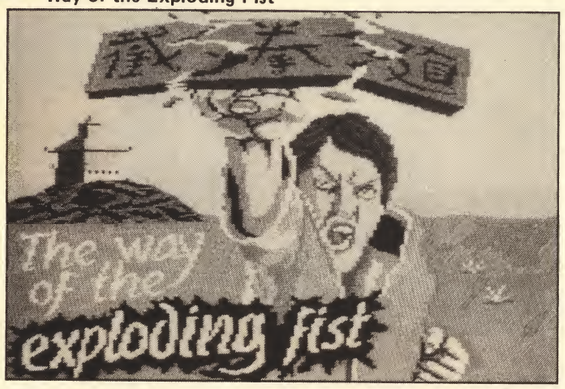
Address .....

.....

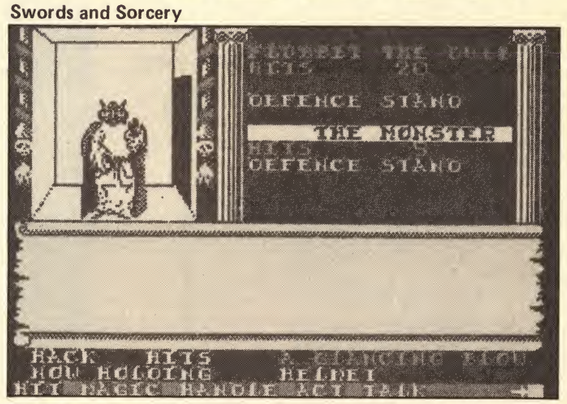
.....

THE SPECTRUM COLLECTION UPDATE

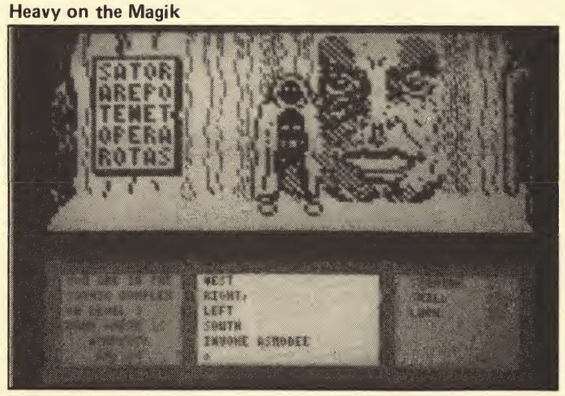
Way of the Exploding Fist



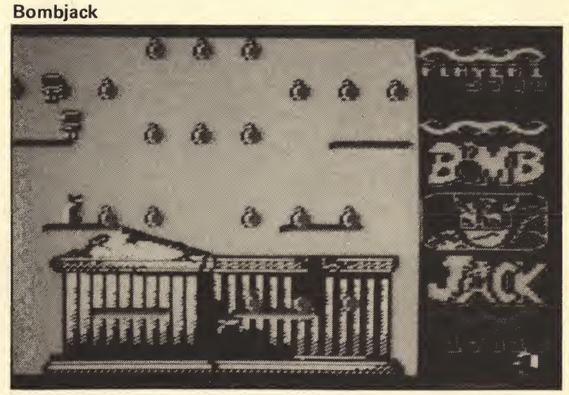
Swords and Sorcery



Heavy on the Magik



Bombjack



Winter Games

One year on from the Spectrum Collection, Tony Hetherington picks the best Spectrum games.

Exactly a year ago in the Spectrum Collection I selected 15 classic games that all Spectrum owners should have.

Twelve months later it's time to update the collection with another 15 games that have been released in the last year.

This illustrates the increase in quality of Spectrum software as the games selected immediately came to mind without searching through past issues of Gamer.

For the record, the games selected last time were Football Manager (Addictive Games), The Hobbit (Melbourne House), Jetpac (Ultimate), Manic Miner (Software Projects), Atic Atac (Ultimate), Dungeon Adventure (Level 9), Scrabble (Psion), Ant Attack (Quicksilva), Scuba Dive (Durell), Bugaboo (Quicksilva), Match Point (Psion) and Codename Mat (Micromega).

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Way of the Exploding Fist/Melbourne House/£7.95

This was the original Kung-fu game and is still one of the best.

It's fast action, superb animation and easy joystick control ensured that it did well not only in the charts but also in our Game of the Year awards, coming second overall and winning the Sports Game category.

Tau Ceti/CRL/£7.95

A mixture of arcade skills and strategic planning are necessary to complete this challenging game. Your mission is to collect and assemble reactor rods from sub-stations spread throughout the planet's 30 cities while battling against the planet's defences. Your GalCorp skimmer is equipped with lasers, missiles, anti missiles and flares as well as a scanner, planetary map and reactor rod manipulator.

Swords and Sorcery/PSS/£9.95

This game was finished over a year behind schedule but it was definitely worth the wait. Duckshoot menus controlled your character as he battled his way through a four level dungeon seeking the pieces of the legendary armour of Zob.

During his quest the player can complete minor quests as well as progress in the way of the Sword or that of Sorcery.

Batman/Ocean/£9.95

The caped crusader stars in one of the latest arcade adventures. This one, the basic format pioneered by Ultimate in Knight Lore, has been expanded by offering Batman the chance to gain special powers (essential to success in the game) if he can find crucial objects such as the batbag and the bat-boots.

Heavy on the Magick/Gargoyle Games/£9.95

In a departure from its popular Dun Darach/Tir Na Nog style of game, Gargoyle has produced a real winner in this superb animated adventure. Standard adventure style commands (shortened to single key letters to speed up input) are entered by the player that are then actioned by the game's animated hero Axil the Able. So if you tell Axil to examine a box he will wander over to the nearest to him and pick it up and look at it. If you ask him to do something impossible then he'll just shrug his shoulders in disbelief.

Spindizzy/Electric Dreams/£8.95

Inspired by the success of Marble Madness, Spindizzy is the pick of the home computer marble games. The game consists of a network of 386 screens through which you must guide your marble (or spinning top) through narrow passageways and along steep slopes in an attempt to map it all before your time limit expires. This can be extended by collecting jewels which all seem to be placed in the most inaccessible places.

Bombjack/Elite/£7.95

A fast action version of the arcade classic in which our leaping hero must clear screens full of bombs while avoiding aliens. The aliens begin at the top of the screen and gradually drop down the screen. When they hit the bottom they mutate into a variety of even nastier flying critters.

Luckily you can also collect discs to temporarily freeze the aliens as well as bonus points and even extra lives.

Winter Games/US Gold/£9.95

Seven gruelling events to get joystick athletes in shape for the next Winter Olympics. This excellent conversion of a C64 game features bobsled, free and figure skating, hot dog aerial (ski acrobatics), ski jump, speed skating and the testing biathlon of cross-country skiing and target shooting.

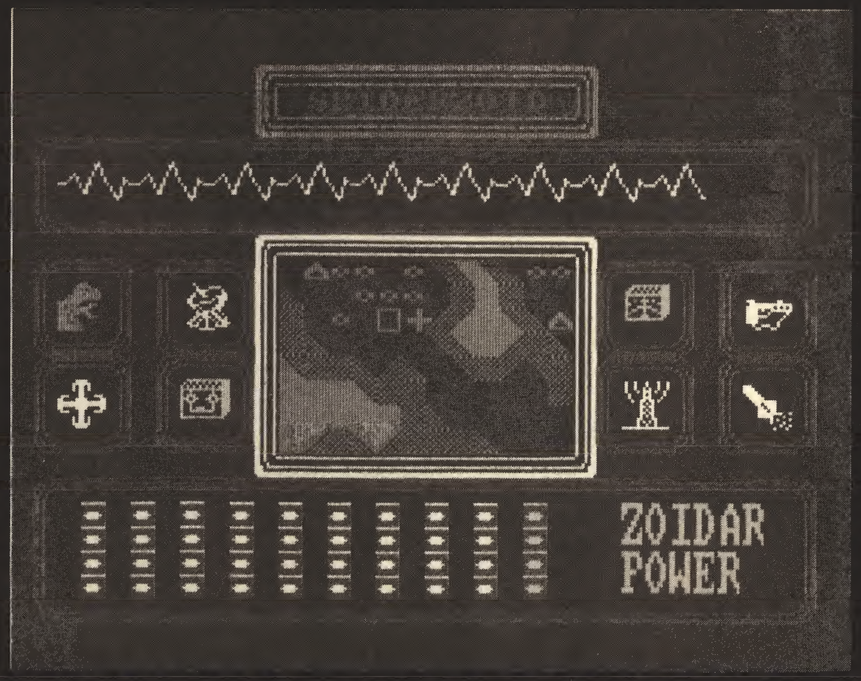
Spellbound/Mastertronic/£2.95

One of the first of the superb M.A.D. range of budget games, Spellbound closed the gap between budget and full price software. The game features a new style of adventuring where commands are selected from window menus that guide Magic Knight as he attempts to free himself and seven other characters from one of Gimbal the Wizard's misfired spells.

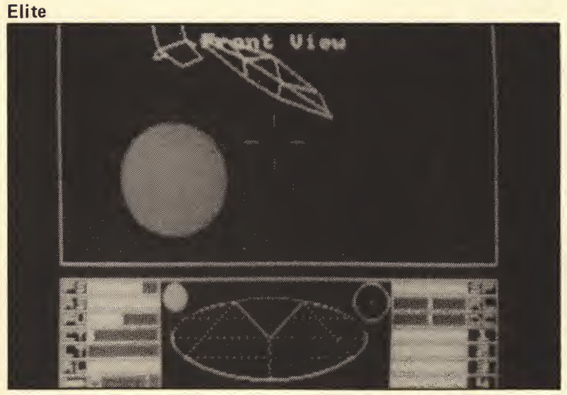
Zoids/Martech/£7.95

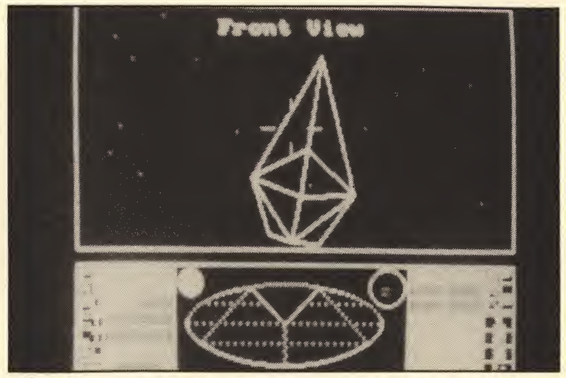
You play a single human caught in the battle between the red and blue Zoids. Your mind is melded with a Spiderzoid as you enter into the battle. Your mission is to find the pieces of the mighty Zoidzilla that are scattered throughout the enemy city networks.

Armed with missiles, scanners and guns you must seek and destroy enemy Zoids and destroy their cities. Find a piece of Zoidzilla and you meld with a more powerful Zoid. Find all the pieces and you control Zoidzilla himself in a duel with deadly Redhorn the Terrible.



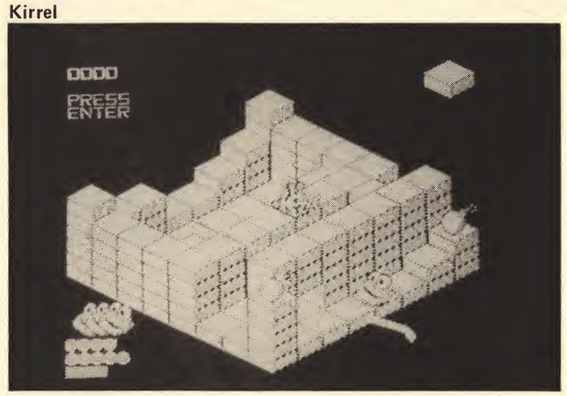
Elite





Who Dares Wins II

Kirrel



Elite/Firebird/£14.95
This classic space exploration and combat game made its debut on the Spectrum at the end of last year and immediately leapt up the charts and won our Game of the Year award.

Who Dares Wins II/ Alligata/£7.95
The pick of the games inspired by the arcade classic Commando which features our machine-gun firing, grenade throwing hero blowing up the enemy troops as he takes checkpoint after checkpoint.

Later on he also has to rescue comrades facing firing squads and avoids tanks and airstrikes designed to end your game.

Worm in Paradise/Level 9/£9.95
This is my own personal favourite of the adventures released by Level 9 this year. It's the conclusion of the Silicon Dream trilogy and not only features horrible problems to boggle your brain but also a fascinating storyline and graphics as well, all incredibly jammed into a single cassette.

Quazatron

Quazatron/Hewson/ £7.95
Quazatron is a superb arcade game inspired by the C64 game Paradroid. Instead of producing a straight conversion Hewson have actually improved it. The game is played over a 3D robot city populated by robots out to get you. However, you are armed with a laser that can worry some of the lesser robots. However before you can take on the stronger enemy forces you will have to grapple with lesser ones, fight to take over their circuits, then plunder any power packs or weapons they have.

Kirrel/Addictive Games/£7.95
At first sight this looks like just another 3D arcade adventure. However this couldn't be further from the truth. Kirrel is in fact a race against time to defuse a bomb before the fuse burns down and the bomb explodes, taking our hapless hero with it. To get to the bomb Kirrel will have to move the blocks around that form the maze while avoiding the nasties.

ROOM 10

Remember Tau Ceti and the Galcorp — a pan-universal corporation that rules the cosmos. Galcorp also have a leisure services division.
Mike Roberts took a step into the leisure centre and opened the door to Room 10.

This is the latest offering from Pete Cooke, the prolific author of such games as Tau Ceti and Juggernaut, and follows on the theme from Tau Ceti and is set in the same time frame and in the same scenario as the earlier game. As a side note it is worth mentioning that two more games are planned by CRL to be linked in with the same story line — Academy, a training school for space pilots, and Attack on Centralis, the final battle against the robot revolution.

'Ere', my erstwhile editor yells at me (definition of erstwhile — 'adv, of old, formerly'), 'CRL 'ave got this 'ere new game, they reckon it's a mixture of Pong and Ballblazer — you do it', followed sharply by a 3 inch Amstrad disk narrowly missing my left ear. So off I toddle, down to the computer room to fire it up and see if it is any good, and like most things that the old man comes out with, he was totally wrong. It's not a bit like Ballblazer — well only a little bit. And it's not a bit like Pong — well only a little bit. In fact if you have played either of these games before, one game of Room 10 will leave you saying 'Hey, this is just like a mixture between Ballblazer and Pong'.

On entering Room 10 you are given an option between various languages — CRL obviously have an eye on foreign markets with French and German, though the inclusion of Cetan and Hydran perhaps indicate an experimental trans-galactic marketing deal. Possibly with Terran Gold, that well-known company specialising in importing the best of the Earth's software to the rest of the universe.

After you have decided what nationality that you are, you head for the main menu. In this you can get a run-down on 'Glyding', the sport that is played in Room 10, its history, development, and how to play it. You can also get details on the history and function of GalCorp Leisure Services.

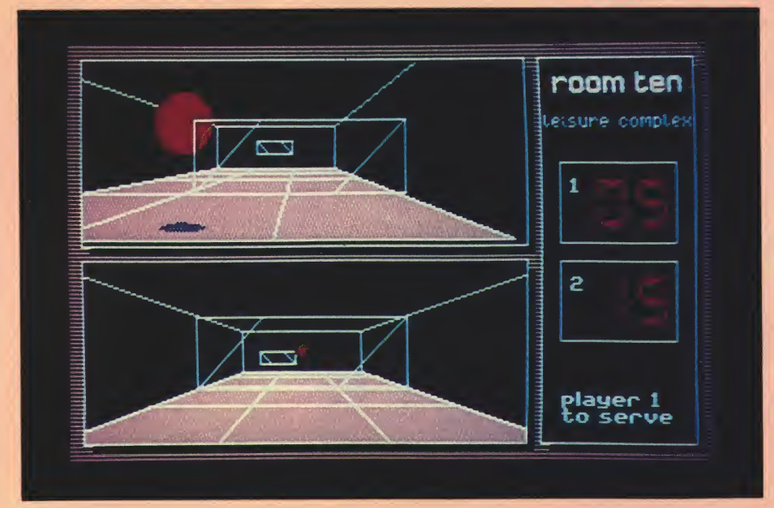
Other options involve the altering of the game controls and the game options themselves. These allow you to change the speed of the game (interestingly the speeds are measured in musical notation: presto, adagio, moderato, etc.). You can also change the colour scheme (selected from a large selection of tasteful shades and combinations), the computer difficulty factor, and whether the computer is playing as player one, two, or both.

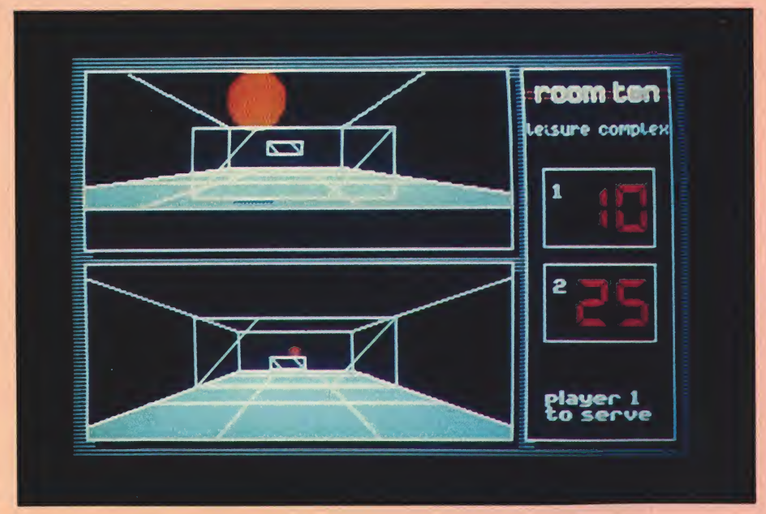
Then on to the game. The game screen is two windows, one on top of the other, with a status window on the right side of the screen. This window puts up your opponent's scores in a nice large 'LED' type format. This area also tells you which player is to serve next.

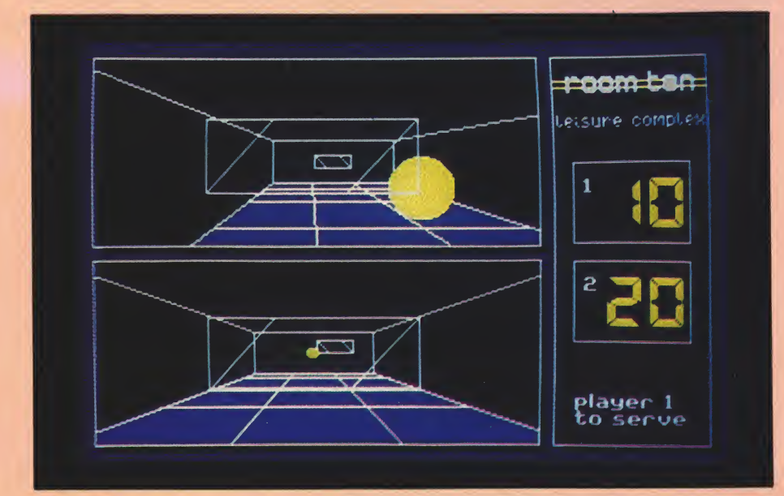
The screens themselves represent the two respective views down a 3D room with one player at each end. Each end of the room has a 'bat' on it that can move anywhere on that wall (this is where the similarity to Pong comes in), the floor of the room is marked out into a grid (hence the similarity to Ballblazer). This grid improves your sense of distance as the ball ricochets around the room.

By now you must have started to get the idea behind the game. Imagine Pong. A 2D surface with two sides enclosed. The other two sides are open with a moving paddle protecting them from the ball that is batted between the two paddles, which are controlled by the player. If a player misses the ball and it hits the open wall, then a point is scored against that person.

Imagine this game translated into three dimensions. You are looking across the playfield, i.e. from one bat to the other, and you are able to move left and right. But, in this game there is also a height dimension so you can also move your bat up and







down and the ball can bounce from floor to ceiling as well. The rest of the Pong rules still apply, let the ball go past you and you lose points. The scoring is five points for a score, and the first to 35 points wins.

For so simple an idea, the game is actually rather gripping and some of the play techniques can be very difficult to master.

How to Play the Game

The first thing to remember is that a bouncing ball is very difficult to hit as you don't exactly know where it is going to hit — do you move up to meet it, or do you stay where you are in the hope that the ball will come to meet you? Another thing to bear in mind is that a diagonally moving ball will spiral down the room and have the double problem of the ball moving sideways as well as up and down. This can put the ball spinning into one corner of the room whilst your opponent is still wondering where the hell it is going to end up. Such is the nature of the game that you have to know roughly where the ball is going to end up and start moving there as soon as possible so you can see that it is important to con your opposing player into moving the wrong way. And a spiralling ball is one of the better put-offs.

The dimensions of the room (a function of the aspect ratio of the view screen I suspect) are such that the distance from roof to ceiling is about half that for the width between the two walls. This makes a ricocheting ball bounce at a much steeper angle when going up and down and makes it much more difficult for your opponent to work out exactly where the ball will go.

The method of getting these 'special' shots is to use the edge of your bat. If only half of the ball is hit with your bat then it will whizz off in that direction. The less of the ball you contact with, the steeper the angle the ball will vector off on. Directions can be compounded, so tapping the ball with a corner of your bat will zap it off in the classic spiral shot that can neatly drop the ball in a corner of the room whilst the computer or an opponent runs off in the opposite direction.

So that's the gist of Room 10, a very simple game with some very complicated gameplay. Easy to learn, yet takes a good few hours to get the hang of. This is the sort of game that you could load in at the end of every session when you just want a quickie. Yet another facet of the extremely talented Peter Cooke. Well done.

Room 10 is available on Amstrad cassette and costs £7.95.

Originality	
Graphics	
Use of machine	
Value for money	
STAR RATING	

Red Giant

SPORTS REVIEWS

Title:	Graham Gooch's Test Cricket
Computer:	Amstrad
Supplier:	Audiogenic (concept: Supersoft)
Price:	£7.95

Supersoft have tried to do quite a lot with this program, an accurate simulation of a test match between England and Australia with both an 'arcade' mode and a simulation mode — but more of this later.

The game starts up with the usual options for one or two players and then allows you to edit the teams — change the name, players etc and then the two players can pick their favourite XI from the squad presented. The fielding team then select the wicket keeper, first slip, and the first two bowlers.

Then the game starts to play, and it is here that the difference between 'arcade' and simulation comes in. In arcade mode the bowler will select on which side of the batsman the ball will be aimed, and then 'wiggle' his joystick like a maniac in true 'sportsgame' fashion. The batsman on the other hand, has to watch the ball carefully and press fire to time his hit. These two actions will dictate the type of ball and it's quality and the way the batsman will strike the ball. Mistiming is likely to get him out.

This sequence is done entirely in graphical animation with large moving objects and some great sequences when the ball is caught and the fielder throws it up in the air again, and when the wicket gets hit it is smashed to bits with the bails flying.

This section if played over three screens. A close up of the bowler/batsman area. And two areas from slightly further away to their left and right.

'Simulation' mode is only slightly different in that the joystick movements dictate the tactics that the players use rather than their actual movements.

After each over, a score card is shown with batting/bowling averages in a similar manner to the way that statistics are presented on TV. The fielding team also has the option to change bowler and the batting team (if in the second innings of a limited overs game) get shown their batting target.

Options for a different type of limited overs games and a full blown two innings match are supported.

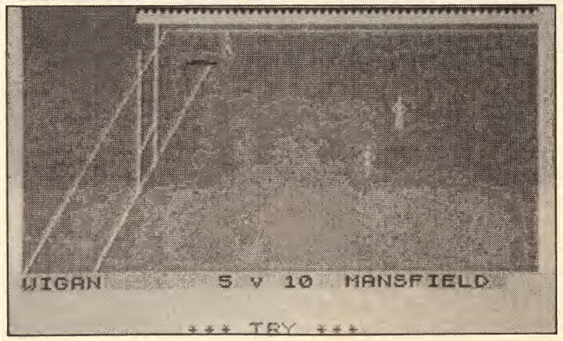
The game as a whole is very enjoyable — as a game. However its accuracy as a cricket simulation is a bit in doubt, some players seem too good, whilst others have no effect on the game at all. Ian Botham — for instance — bowled four wickets in one over when I was playing in two player mode — and it wasn't his fault as O'Donnell did exactly the same thing to me when the roles were reversed.

A good game, but it would probably make W.G. Grace spin in his grave. **M.R.**

Originality	
Graphics	
Use of machine	
Value for money	
STAR RATING	

Bright Star

REVIEWS



Title:	Rugby Manager
Computer:	Spectrum
Supplier:	Artic
Price:	£2.50

One of the first games that I ever played on my Spectrum was called Football Manager, This was late '82 early '83 and the idea of the game was to pick a football team and juggle the club's finances and then sit back through edited highlights of the match knowing that nothing you could do would change the course of the match. Now, Artic have re-hashed the idea and transformed it into a rugby league simulation.

The season starts with you and a squad of fourteen players with varying degrees of ability and energy. Thirteen of these must be picked for the first match although you do have the opportunity to add to your squad by dealing in the transfer market. This is advisable and you should bid fairly high for players in order to make sure of getting them. This is for two reasons. First, only one player per turn is available and you are only allowed to make one bid. Secondly, your players energies decrease by one point per match and if their energy level reaches zero, then that player is out injured. I had to play several matches with less than full side turning out and not surprisingly got heavily beaten each time.

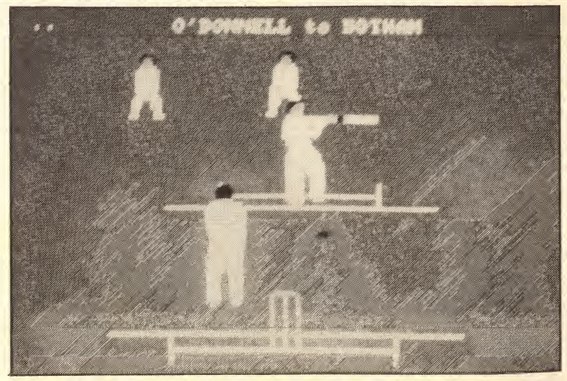
When you have finished making your team selection, you can sit back and watch edited highlights of the match. These are rather stylised with one attacker and three defenders and some rather crude graphics. These highlights go on rather too long and the only decision that you have to make is whether to kick for goal or run the ball when you are awarded a penalty. You start off in division two and the aim is to secure promotion and also have a good run in the John Player Cup in the hope of improving as the season progresses.

The game is controlled by moving an arrow onto one of a series of icons. These are all fairly self explanatory such as a picture of a table to give you the league table and a boot if you want to sell a player. The game overall though lacks the addictive qualities that made Football Manager a best seller'. Even at a budget price, I don't think that you will get too much pleasure from this one. **G.H.**

PLANET RATINGS

Originality	
Graphics	
Use of machine	
Value for money	
STAR RATING	

White Dwarf



Title:	**Wimbledon**
Computer:	**C16**
Supplier:	**Gremlin**
Price:	**£7.95**

As I write this its is a couple of days to the Wimbledon finals. So as you read this it is a few weeks later and Wimbledon 'fever' (for those who go in for that sort of thing) is over for another year. So Gremlin just mistimed it.

The game itself is a standard plan-view tennis game with no 3D as is usual nowadays. The level of control consists of the amount of power put into the shot and by positioning yourself, the angle at which the shot is made.

Due to the large size of the players, the court — which runs from top to bottom, looks a bit squashed. And as a consequence, it is fairly easy to knock a ball out of bounds if your strength is too high, however this is balanced by the court being so small that the players can get every kind of ball even if you are on the opposite side of the court.

That said the game is fairly playable, though the lack of control options makes it a bit Pong-like i.e. get in the way of the ball and you'll hit it. The graphics aren't stunning — more like functional, and the game is quite fast, with good presentation and a minimum acceptable level of sound.

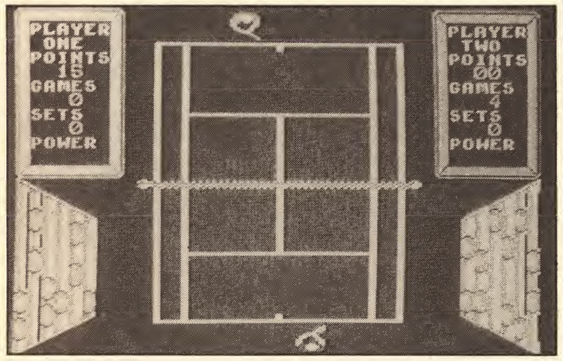
The main bugbear is the price, at around £8 this as around 2 to 4 times the price of software of a similar quality, though the packaging and inlay cartoon are superb, it does seem a little tight to put it out at this price. In the end it all depends on how much you like the game integrated against how well populated your pocket is at the time — but that could be said about any game really. **M.R.**

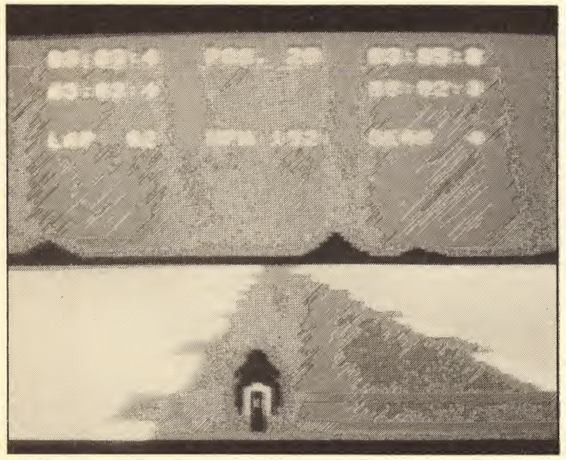
PLANET RATINGS

Originality	2
Graphics	3
Use of machine	4
Value for money	2

STAR RATING

Bright Star





Title:	**Nick Faldo Plays the Open**
Computer:	**Amstrad**
Supplier:	**Argus Press Software**
Price:	**£9.95**

Originally from the Spectrum, this completely converted game — making good use of all the Amstrad's features. with good graphics and a pseudo icon command structure.

The game is golf. On a single golf course taken from the Sandwich Golf Club in Kent where the 1985 Open was held. There is very little that you can say about a golf game, it seems to mirror the original course very well, the instruction manual is actually the course guide with only one mistake-filled page left to explain the game.

The graphics presentation is quite nice, but more detail and thought seems to have gone into this (the little man whacking the ball for instance) than into the actual game. The graphics are plan view only, without even the simplest 'painter's algorithm' 3D effect that is so simple to achieve, yet hasn't bothered with here.

Once you have mastered this course there is no other and no option to redesign the existing one.

On the whole I felt that this was a disappointing game, marred by too flashy graphics rather than spending more time on the gameplay detail. After playing Golf Construction Set or Leaderboard, this seems a bit disappointing. **M.R.**

PLANET RATINGS

Originality	1
Graphics	3
Use of machine	3
Value for money	2

STAR RATING

White Dwarf

Title:	**Speed King**
Computer:	**C64**
Supplier:	**Mastertronic**
Price:	**£1.99**

Motor racing games are not new, in fact one of the original coin-op games from the seventies was that whizz around the track one that could have four cars racing together. Motorbike games aren't so well supported, but here we have an excellent bike game in the classic Pole Position mould.

The game comes with a pre-programmed selection of tracks so that you can select from Silverstone, Brands, Monaco or loads of other major Grand Prix circuits from around the world.

The display has the required moving mountains and red/white striped edge to the road. Corners are crsiply drawn and the action is extremely fast, going off the track results in a crash and having to restart the bike.

The bike itself has six gears — fairly usual for a racing bike, but if you are used to the usual run-of-the-mill racing game with two gears or four if you're lucky. Around corners the bike realistically leans over and looks quite impressive, though if you take the corner wrong nothing can save you!

An excellent game from Mastertronic (as usual). A good taste of track racing with a bike for a touch of the unusual. **M.R.**

PLANET RATINGS

Originality	2
Graphics	4
Use of machine	3
Value for money	3

STAR RATING

Bright Star

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The game fetures the latest attraction from the Galcorp Leisure Company and is fast and furious sport that seems to be a mix between Ballbalzer and Pong. To find out more about this game simply read the in depth review elsewhere in this issue of Gamer.

To win either of the two all expenses paid trips for your and a friend to Alton Towers or one of 20 runners up prize copies of Room 10 we want you to design the funfair ride of the future. We've included a few pictures of some of the best from the futuristic Alton Towers to inspire to think of the type of ride that would be found in the funfair of the 2080's.

We'll be looking for the most original and imaginitive entry which we would like you to describe and perhpas even draw.

When you've completed your design send it and the coupon below to:

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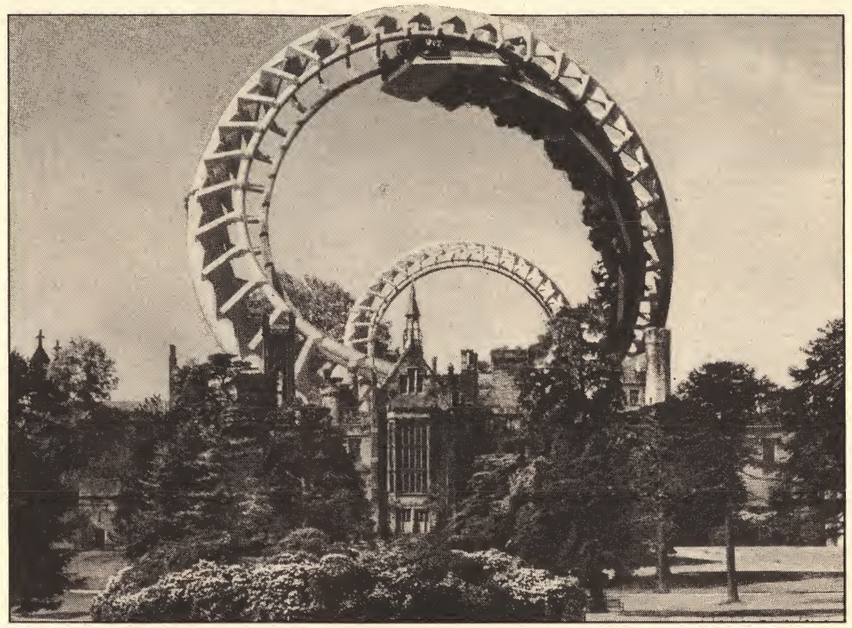

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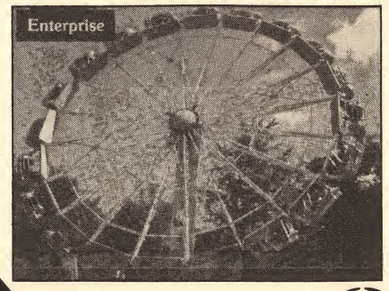

.....

I enclose my design for the ride of the future.

Name ..... Age .....

Address .....

.....

.....

If I win I would like to take (name) .....

(age .....) with me.

Entrants under 16 years of age should be accompanied by an adult.

.....

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THE VERY BIG CAVE ADVENTURE

TRIXIE! WAKE UP! WE'RE HERE! IT'S HOLIDAY TIME!

YAWN — NOT FOR ALL OF US, FAWKESY - BUT THEN I NEVER STOP WORKING!

CHELSY

I WOZ JUST MINDIN' ME OWN BUSINESS, WAITIN' FOR THE SOCCER SPECIAL, AN THIS 'APPENS!

WARNING TO PASSENGERS ST BRIDES SPECIAL

EPISODE ONE: THE TIME: LAST SUMMER... THE PLACE: ST. PATRICK-ON-THE-MOORS.... THE **NOON TRAIN** HEAVES INTO THE STATION, SPILLING FORTH WITH VACATIONING SIXTH-FORMERS FROM **ST BRIDES SCHOOL** FOR NICE GIRLS... HEAD GIRL, TRIXIE TRINIAN IS AWOKEN FROM HER SLUMBER....

NOW, YOU GET THIS LOT BOOKED IN AT THE BED'N'BREAKFAST — I WANT TO CUT ALONG AND HAVE A LOOK AT THIS PROFESSOR

OKAY, BUT TAKE CARE... I WOULDN'T TRUST AN AD IN THE PERSONAL COLUMN!

LOOK, SHARP, CABBIE! 44, LETSBY AVENUE - AND **DON'T SPARE THE HORSES!**

IT'S JUST AS WELL YOU MENTIONED IT, YOUNG LADY...

T·XI

GRL 315C

...I CAN TAKE A **SHORT CUT!**

ST. PATRICK-ON-THE-MOORS RIDING ACADEMY

HEY!

WOW!

BONK

PAF

Robin Evans 86

sandi sensible sez:

THIS IS ONLY A **COMIC STRIP**, FOLKS! TRIXIE WOULD **NEVER** TOLERATE ANYONE RUNNING OVER HOSSES IN **REAL LIFE**...

"AND EVEN IF IT DID HAPPEN, WHICH IT DIDN'T, SHE'D BE **VERY SORRY** AND HER DADDY WOULD SEE EVERYONE ALL RIGHT"

BACK TO THE STORY: TRIXIE HAS PAID THE CABBIE AND RINGS THE BELL OF THE BOARDING HOUSE WHEREIN DWELLS THE SOUGHT-AFTER *PROFESSOR* BUNTHORNE STICKEY...

I HOPE HE'S IN — THIS **COULD** ALL BE A SWIZZLE!

TRIXIE TRINIAN DADDYCARD VISA

HAS THAT LITTLE BLOT BEEN SPENDING MY MONEY AGAIN? REGION ALL RIGHT? SEND ME THE BILLY BILL!

YES, PROFESSOR STICKEY LIVES HERE.. BUT I DON'T ALLOW YOUNG LADIES IN THE GENTLEMEN'S ROOMS!

BUT I'VE GOT AN APPOINTMENT — I'VE COME ALL THE WAY FROM ST BRIDES SCHOOL!

SORRY, DEAR, MY HEARING ISN'T WHAT IT WAS... *DID YOU SAY...* AHEM... **ST BRIDES?**

TCH! I'M FRESH OUT OF DADDYCARDS... HAVE TO RESORT TO THE GOOD OLD EMERGENCY MONEYBELT!

ALL RIGHT, YOU THIEVING ROTTER. HANG ON!

THIS IS THE ROOM! GOOD LUCK, KID!

PROFESSOR STICKEY! ARE YOU IN THERE? IT'S TRIXIE TRINIAN - I ANSWERED YOUR AD!

BDM BDM BDM

ER - I CAN'T SEE ANYBODY JUST NOW!

YOU'LL SEE **ME**! I'VE COME ALL THE WAY FROM ST BRIDES!!

I CAN'T SEE ANYONE, I TELL YOU! COME BACK LATER!

I'LL DO NO SUCH... **OHH!**

SHUT THE DOOR! MISS PENTYOUTH WILL HAVE MY GUTS FOR GARTERS IF ANY OF THIS DARKNESS ESCAPES INTO HER PRECIOUS HALL!

WHAT IS THIS, ANYWAY? A WHEEZE BY EVANS TO AVOID HAVING TO DRAW SO MANY PANELS? HANG ON, I'LL STRIKE A MATCH!

IT'S MY SPECIAL FORMULA. IT'S SUPPOSED TO ABSORB LIGHT FROM WHERE IT ISN'T NEEDED, AND... SORT OF REDISTRIBUTE IT, LIKE.

I SEE. OR RATHER I DON'T. TRIXIE TRINIAN - ST. BRIDES SCHOOL.

PROFESSOR BUNTHORNE STICKEY - LLEMSTASTOW UNIVERSITY.

I'LL LET THE DARKNESS OUT THROUGH THE OPEN WINDOW... WELL, AHEM, MISS TRINIAN, I EXPECTED SOMEONE A BIT OLDER...

CIO 44 LETSBY AVE ST. PATRICK-ON-THE-MOORS

Dear Miss Trinian I'm very pleased you have enrolled with us at the

MONSTERS! person with a sense of adventure needed to help explore deep cave. Well paid job for right

CONKERS! YOU **TOLD** ME TO COME! I'VE GOT YOUR LETTER HERE PLUS THE AD!

AYE, WELL, I'VE GOT YOUR LETTER, TOO, AND THERE'S NOTHING IN IT TO INDICATE YOUR BEING A BLOOMING SCHOOLGIRL, NOW! I SHOULD POINT OUT THE **DANGERS** OF THIS MISSION!

I'LL HAVE YOU KNOW I'M HEAD GIRL AT **ST BRIDES** AND AS SUCH, I DON'T KNOW THE MEANING OF THE WORD 'DANGER'!!

OH, AYE?

MM. WE'VE GOT A FUNNY SYSTEM — IF YOU'RE A DUFFER AT **ENGLISH**, YOU GET MADE **HEADGIRL**! COME ON, PROF! BE A GOOD EGG ABOUT THIS! AT LEAST SHOW ME THE CAVE ENTRANCE!

GOOD OF YOU TO DRIVE US, MISS PENTYOUTH

THE MOORS

MIGHT EVEN BE THERE BY CHRISTMAS!

SHH!

WELL INTO THE MOORS, THEY FINALLY STOP...

PROF, I ANSWERED YOUR AD BECAUSE I NEED AN ADVENTURE ON WHICH TO BASE OUR NEXT COMPUTER GAME - I CAN'T SEE ANY POTENTIAL AROUND HERE!

THIS IS ONLY THE ENTRANCE TO WHAT I BELIEVE IS A DEEP, LABRYNTHINE CAVE — I HAVE SEEN A MONSTER HERE!

LET ME TAKE A LOOK. HMM... I CAN'T SEE... OH!

AAAEEEEkk! NO! NOOOO!!

WHAT'S THE MATTER? WHATSTHEMATTER?!!

I'VE JUST KNELT IN SOME DOG BUSINESS!

SKINNY OLD WELSH NIT! YOU DIDN'T SEE A MONSTER - YOU SAW A BIG, SMELLY DOG! LOOK THE OTHER WAY A MINUTE... TCH! THESE ARE RUINED...

YOU SHOULD NOT BE SO QUICK TO...

MISS PENTYOUTH — SHE'S IN THE BOG!

GERLUB

BUHLURP

MISS TRINIAN! MISS PENTYOUTH IS... **OH HELLFIRE!** SHE'S BEEN SNATCHED BY THE MONSTER FROM THE CAVE!

OH GOLLEEEEE!

THE END. NO, I TELL A LIE... TO BE CONTINUED! AND NEXT TIME, PROF STICKEY GETS COLD FEET, FAWKESY AND THE CHUMS RALLY ROUND, TRIXIE GETS A LADDER AND MISS PENTYOUTH SEEMS A DIFFERENT WUMMAN.

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3 Basketball	13 Mercntrap	23 Stomper	33 Bowls	43 FroningMission
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U.S. SCENE

Gamer spy, Jon Doe reports from the recent CES Show in Chicago

The 20th Consumer Electronics Show in Chicago was big, I mean really big, you might think that it's a long walk around the PCW show, but that's peanuts compared to CES.

Unfortunately, most of the Show concerned itself with compact disc players, videos, and car stereos, littering the half hour walk to the computer hall. I was awed at the sights, the people and the amount of money someone was raking in.

If I was to read half the printed matter thrown at me whilst I merely walked around, I would never have seen the show, I would have skipped all the parties and worst of all, the extra piles of newspapers, leaflets, folders and party invitations that I would have picked up on the next few days.

machines with nice graphics and sounds. No particular attention had been payed to the games running on them, and this let some of the new hardware down. More on this later.

Atari was hyping its' 520ST computer and was not showing the 1040ST, although some smaller companies were. In fact Atari's main showpiece was the revived 7800 machine, which is an upgraded VCS or a downgraded 800, depending on your point of view. Games on show for this included Pole Position II, Joust, Ballblazer, Xevious, Centipede and Asteroids. Of them all Xevious was the only really playable game, although Ballblazer was only on video. Prices? Well guesses ranged from $75 to $99, no one on the stand seemed to work for Atari . . . The old VCS

CES is big

As you come down into the computer section the Atari booth looms up in front of you, with the Activision island on the right, Atari occupied the left and center (I mean centre!). Out in front I could see the waves of computer screens flicker and come alive with greetings to every visitor who dared walk near the silicon circuits and the near human hosts who knew nothing of the product or how to control its desires.

But what of the games?

Well the general opinion of absolutely everyone except me, was that the American computer games industry is making a big comeback. to my (untrained) eye, I could see no sign of this whatsoever. The only trend I could make out was back towards the old Atari VCS standard, with a number of companies showing cartridge was out in force with nothing new except a cheap price tag ($49.99!), I think it's beginning to show its age, the graphics are very crude by todays standards.

Also being shown was Star Raiders II, which looks very like The Last Starfighter crossed with XCEL, odd that. I spent a couple of hours playing it and found it to be very good, but unfinished.

Also on the Atari booth was lots and lots of other companies trying to promote the ST as a business computer, fortunately some games were on show, notably Winter Sports, which is awful on the ST, colourful yes, but not playable since the graphics have no animations or speed.

The Activision stand had very comfy seats to sit on, it was also about the only stand in the computer section with no computers on it. All the machines were in the Activision suite downtown (downtown — somewhere across the other side of the city), nice seats though. Activision new titles included Shanghai, based on Mah Jongg, a 3,000 year old Chinese game. Hacker II made it's debut as did Murder on the Mississippi and Portal, a science fiction adventure. All were available for the Commodore 64/128, Atari and Apple, some, like —Shanghai, were out for the Macintosh and IBM.

One of the nice pieces of Software Activision were showing is something called "The Complete Computer Fireworks Celebration Kit", which looked and sounded nice, it was original too, which is something everyone else seems to have forgotten.

Sublogic had a very big stand with lots of carpet and very little else, they were showing a very very nice 3D graphics package for the IBM PC, and had a form of their flight simulator running on it. Talking of the flight simulator, Sublogic has brought out some new scenarios for the famous game that everyone has a copy of because it has been out since the year dot. They were also showing an American football game, but I couldn't work out how to play it!

Nintendo had their cartridge machine on show, alongh with R.O.B. (Robotic Operating buddy), a snazzy light gun. R.O.B. plays you at the games, terribly, but the fun gained from beating him far outways his skill. The light gun is a much better game add-on, it comes with a passable version of Hogan's Alley, the arcade hit of last year (so Nintendo say, so it must be true . . .). The graphics are much better than the VCS, with 52 colours allowed on the screen at one time (that's twice what an Amstrad can offer), and sprites making the games very arcade like, but I found the choice of games a little old and out dated, except Mario Brothers, which is classic and worth buying the system for.

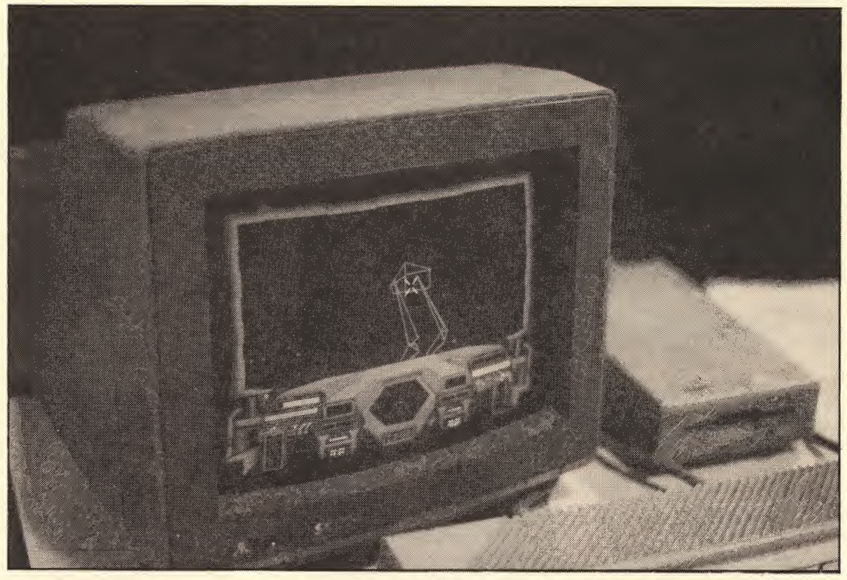
Sega also had a similar machine to Nintendo's on show. The console took the ordinary

Mastertronic out in force

The Sega home entertainment system with Broderbund's Choplifter

cassette shaped cartridge and a flat credit card cartridge, the larger cartridges can store up to 1,024 kilobytes of program, the games didn't reflect this but since it's early days yet for the machine I suppose no programmer has had the time to program that much: Hang On, in my view, one of the better arcade games of last year, was on show for the machine, it was very good, if a little easier than the original. Sega were also promoting)to death) their sports games for this machine (tennis, football, soccer, baseball and golf), I still think it's better to play the game for real. Sega also had a new computer called the AI (Artificial Intelligence) "the first computer to come with Prolog as standard!"

Some British software houses also looked like they were becoming quite big in the States. Firebird were showing quite a few titles, among them were all the big Ocean hits and the really big hits of some other British houses. Frankie Goes to Hollywood seemed to be quite popular, as did The Pawn on the St and the Amiga. The Pawn was also on show inside the CES Software Showcase, the British software is breaking through! Star Glider, a rip off of the Star Wars games, was being shown on the ST, but was very unfinished and quite unplayable. Firebird also had the loudest stand at CES, for some strange reason they thought it would attract more attention to themselves. I think it put more people off.



The new wave of 16 bit machines dominated the show with improved graphics and gameplay

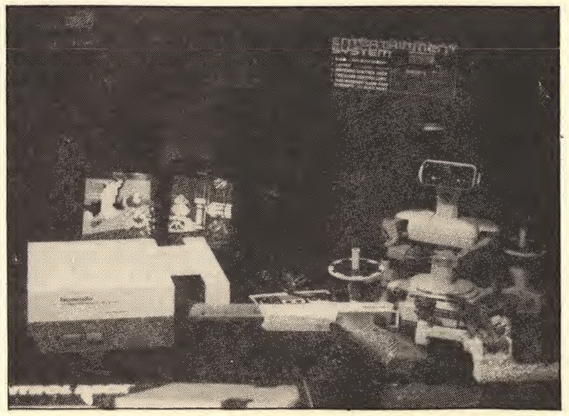
Who's that idiot with the camera . . .

Atari — desperately trying to fend off the assault of Amigas in America.

Mastertronic had a very big walk through arcade with pretty holograms on the walls, the software on show was all the Commodore stuff they had. The Last V8 went down well, as did its price of $9.99. Mastertronic had their Master Of Magic adventure show in the Software showcase under the heading "Exceptional product value that appeals to all walks of life", quite apt.

Up on the twenty third floor of the hotel, Commodore had their suite, minus Amigas, and were showing off the new Commodore 64C, a cut down 128 with a dead keyboard. Being shown was the new Lucasfilm title "Habitat", which is a graphic "Mud" type game in which the player interacts with other cartoon like players, not necessarily in the same room, country or planet as the first. The game allows you to talk to other players (through voice bubbles) and pick objects up, drop them, and go surfing down on the beach. If more people over here had modems, it would be a mega hit, as it is, it's a milestone.

Clive Sinclair was there too, but only to see the show. Amstrad were showing off their word processing machine which is being marketed by Sears in America.



The much heralded Nintendo machine — complete with robot

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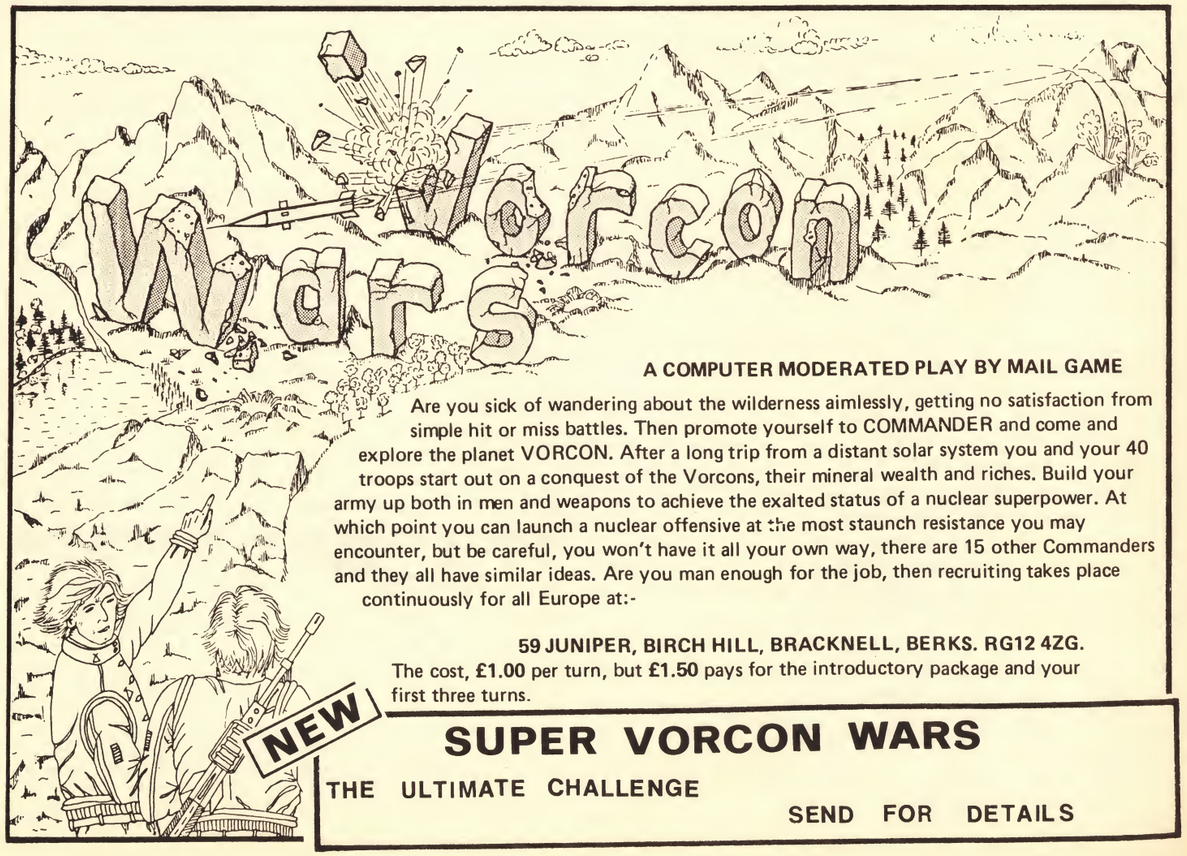

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To send in a contact, fill in the contact application form, and send it in with a short letter detailing the sort of response that you want, and a largish (ie. A5 or above) stamped addressed envelope, send the whole lot marked 'Computer Gamer Contacts'. Any applications sent in for any of these services without an SAE unfortunately cannot be accepted.

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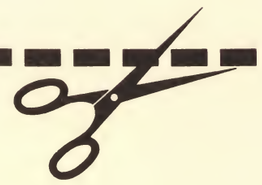

The Rating System

When you receive your membership cards you may notice that there is a section marked 'Intergalactic Ratings'. This is an award scheme where, by doing various things, you get an appropriate award. These will be much sought after, and difficult to obtain. We calculate that only a small percentage of the club members will be able to complete all five awards, however, we will be very pleased (and surprised) if you all get them. So their value is high by rarity alone.

The awards are graded, the low ratings should be easier to get, whilst the top rating is more difficult. In order to get all five you need to exhibit many qualities — from programming to game playing ability. They are:

Epsilon

Fill in the special form and include it with three application forms from Computer Gamer from friends or other persons wishing to join the club, and you will be rewarded with an Epsilon Rating for recruitment ability. These forms must be real forms from the magazine and not just photocopies.

Delta

You get this for loyalty to the club. Every month in the main magazine will be printed a dated symbol on the corner of one of the club pages. Cut out and collect six consecutive dated symbols and send them to us. We will then send you the loyalty award. Since we assume that everybody is incredibly loyal, this should be quite easy!

Gamma

A Gamma (gamer!) rating is awarded if you get a hi-score published in the magazine. This is slightly harder than Epsilon/Delta and requires great game playing skill, but is by no means as hard as some of you may think. The games we feature change every month — as do the scorers. Special hi-scores or techniques or ways of cheating to get high scorers also count. These will be featured in the hints page or perhaps club pages of Computer Gamer.

Beta

This is getting quite hard now. A Beta rating is awarded if you get a hint/tip/help published in Computer Gamer. In the hints section, players guide, or in the adventure section — or as before wherever I decide to put it in here! This shows extreme prowess in researching games.

Alpha

This means that you are at the forefront of games research, and have actually had a game published in the magazine. Our standards are quite high so only excellent gamers will be able to achieve this highest of high honours.

These ratings can be got in any order, you don't have to work up to Alpha, or down to Epsilon — you could even start in the middle and sort of go sideways.

Do not be dispirited if you don't get all of them, merely being a member of the club shows you have a discerning interest in computers and games. However, a master gamer is the pinnacle of achievement.

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ARCADE CREATOR

Title:	**Arcade Creator**
Computer:	**C64**
Supplier:	**Argus Press Software**
Price:	**£14.95**

Write games without programming! That's the claim of the Arcade Creator. Jane Goin investigates

Have you ever fancied writing your own game? Like me you probably lack the ability to program successfully. The only alternative is to use a game creator.

These are basically a collection of prewritten routines which you can mix together to produce your own games. Some software houses resort to this method to produce clone follow-ups to their more successful games. In fact, assemblage techniques are the basis of a lot of games. A programmer produces many a useful subroutine when writing a game and these are saved on a disk or microdirve for inclusion in other games later on.

A little bit of thought will make you realise the similar requirements of quite different games. Score calculations, character movement and pseudo sprite generation are essentially the same routines with just a few small differences. Why reinvent the wheel every time you set out on a project?

Arcade Creator for the Spectrum represents Argus Press Software's thoughts on this subject. The utility is packaged on three sides of a twin cassette package accompanied by a booklet explaining their use. The fourth side has a ready made game which demonstrates the type of game which may be made.

The Creator can be used for two types of game: platform and 'chase and shoot'. For those unfamiliar with these terms let me explain that platform games involve jumping from surface to surface on various action screens, avoiding moving hazards and collecting 'treasure'. Chase and shoot games are simple shoot 'em ups in which a variety of 'aliens' have to be blasted before they get you.

The package has a lot of variations but is limited in scope. The generators for sound and graphics are good enough but the restrictions start with character movements. More of these criticisms later, first let's look at the units.

The first program designs the building blocks of the game, Sound effects, sprite patterns, user defined graphics (UDG's) and their related screen designs.

The UDG designer gives a grid representing a character which is eight pixels square. As you fill in the individual pixel squares on the grid an actual size character to the right of the grid mirrors what is happening so you can watch as the character 'grows'. Below this single graphic is a block in which several of the same characters are printed side by side for border character designs.

Once your design is completed, you can save it in the full set displayed on the screen and then use some of the other key facilities to produce various different orientations. The character can be rotated 90 degrees at a time through a full 360 degrees or mirror and reversed images can be produced.

When your full character set has been designed you may save them to tape and verify that the recording is correct before moving on to use one of the other design options. Up to 84 different characters can be designed for each game you make.

The sound effect generator is the best feature of this package and allows the productions of eight differnt effects. These can fall into two different categories: bleep and white noise. Bleeps are semi musical effects, laser blasts and the like. White noise is suitable for explosions and may be linked to border flashing for extra impact effects.

Each sound has five elements: start and end frequencies with a frequency jump step value, the length of each round, and the number of repeats of each effect.

A range of 20 animated sprites can be designed with the Sprite option. Each sprite has four animation cells so that means a full set will require the making of 80 characters on a 16 pixel square grid! Quite a lot of work involved here when you consider that animated sprites must be worked individually and then checked for good movement.

The final stage is to create the background scene from the UDG's which you made earlier. Up to 40 screens are possible but you must bear in mid that the more complex your plan, the fewer screens can be stored in memory.

Obviously there is a lot of preplaning involved in producing a game. If you suddenly find that you haven't considered all the phases of your game fully enough you can save what you have done so far and make any changes later.

Each of the above sections are saved seperately to tape so the next step is to put them all together and design the movements and sound effect synchronisation inthe game. This is done using the second program on the tape.

Your first task is to name your game. This can be done in one row of 16 double sized letters or two rows of eight quadruple sized letters. Next your name is entered and finally number of screens in the game is entered.

The program then moves on to the scoring system. Up to nine lives can be allocated to your game. You can then stipulate the score which must be reached to obtain entry to the next screen level and you must also stipulate your bonus score. The word 'bonus. can be changed to suit the style of your game. For example, it may represent the character's energy level or be a time limit for completing the screen in which case the word 'Energy' or 'Time' could be substituted for 'Bonus'. You can also opt for the loss of a players life when the bonus runs out or not depending on how your whims move you.

Gameplay type is next selected which is either platform or chase and shoot. This decision affects the number and type of sprites which will be offered for selection in the next section of the Creator. Characters, aliens, missiles, explosions and all the other elements of the game are selected for each level. The speed and nature of movement is also stipulated.

In the middle of your screen plans you may find that you have run out of memory space in which case you can shorten the game to its current length simply by pressing a key.

The final step is to add your sound effects into the correct section of the six section sound library. The first section is the sound heard at the beginning of each level and this is followed by the sound of collecting a treasure, losing a life, viewing the high score table and firing a missile. The final section is the sound of an alien being disintegrated. This sound is selcted from one of three fixed options: an explosion, a whine or a squelch.

Now is the time to put it all together onto your master tape. Your first job is to choose your title tune from the three on offer. Initially this will be pot luck because you don't hear the tune unitl the full game is loaded and their names are not particularly descriptive: Ditty, Classical and Modern.

Next the Basic loader is saved at the beginning of your master tape under a name which has up to ten characters. If you want a loading screen to be displayed, now is the time to load it. There is no facility for designing the loading screen in this package, nor are there any hints on how this can be done.

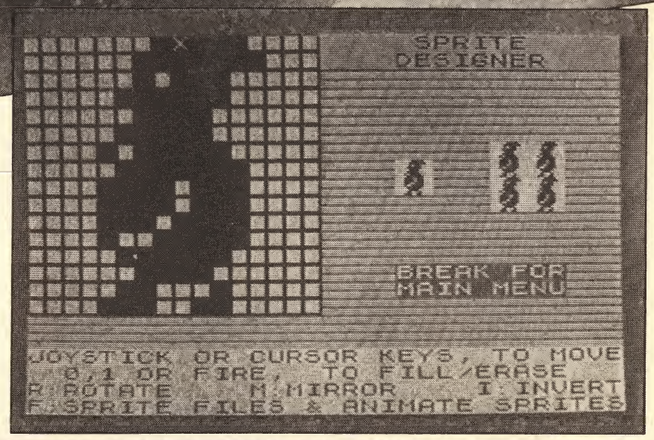
Finally, the game code is saved and the information from the last section is added to make the master tape complete. Only now can you see if it all works.

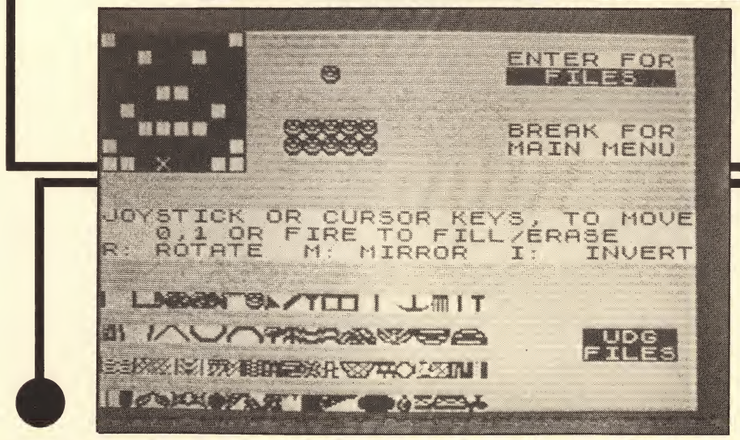
The overall impression that I'm left with is that this package was planned to give a reasonable amount of flexibility and then created in a series of modules. The mere fact that you can't keep checking the progress of your game until you have put it all together would put me off using this creator. There are other more flexible versions on the market.

The order in which things are done in the manual is not the best way. I found it better to set up the loading tape before specifying the gameplay so that this could be saved directly onto the end of the loader.

All games creators must have limitations because of the memory requirements of the control systems but this means that greater thought must go into the planning. Some of the features of this utility made me wish I hadn't started. There is no way to check if all of your screens will fit into the final version so a lot of time can be wasted designing screens which may not ultimately be used.

With a little more development and thought this could have been an excellent little package. As it stands it is less than satisfactory though constant use would allow you to overcome its worst facets and the finished results aren't too bad.





PBM UPDATE

Mike McGarry rounds up the latest in Play By Mail gaming

Several people have asked me why the games that are featured in Gamer are always given favourable reviews. All postal games cannot be good they say, usually pointing an accusing finger. They are right of course; there are PBM games about that are not up to the standard of those that are mentioned in these pages. However, my view is that readers would not be interested in hearing about them so I concetrate on the better games. that is not to say that I will not point out the poor aspects of even the very best games; so if you have any complaints to make about a particular game, just let me know and I will take it up with the games company and publish their replies. If you find that a game is really not enjoyable my advice is to drop it immediately; if a game is not fun it is not worth playing and there are plenty of alternatives to choose from.

This month's feature game is Vorcon Wars and, needless to say, this is yet another star of the PBM world. Most computer moderated games currently running in this country are American imports and it is not difficult to see why. Designing a PBM game, writing the program and marketing it are very time consuming occupations and there is no guarantee of success. It is therefore very tempting to buy the UK rights to a game that has been proven in the USA over a long period, even if the amoount of royalties that you will have to pay can be fairly high. Vorcon Wars is an exception to the rule; the brainchild of John Nicholson it is a British game that is also available in America and Australia. This in itself speaks volumes for the game and the fact tht it has been running for over three years, an age in PBM terms, indicates that it has obviously got a lot going for it.

Most postal games have an element of role playing in them but here again Vorcon departs from the norm in that it is essentially a war game where the only way to win is to eliminate all the other players. The scenario is that the planet Vorcon has been abandoned by its tyrannical ruler and is up for grabs. You are the commander of a spaceship and along with fifteen other players have landed with conquest on your mind. You start with a base, 40 men and the industrial and agricultural support to be able to comence with your bid for global domination. The rest is up to you; it will be fairly easy at first to take over adjacent territory but as the game develops tactical skill becomes very important as you clear mine fields, reclaim lands and gear up your war machine while at the same time fortifying your own defences in readiness for the attacks that will surely come.

The ultimate in Vorcon (as in real life) is nuclear war and if you achieve the supreme accolade of nucler strike capability, you will undoubtedly have realised at an early stage that this is not a game to play in isolation. Diplomacy is an essential ingredient and you will find it difficult to do well or to contemplate winning unless you are prepared to enter into alliances. Hopefully your partners will not try to stab you in the back before you have had the chance to establish yourself sufficiently to be ablt to do the same to them. My advice to anyone starting in the game is to expand the consolidate and to make sure that you have friends that you can trust.

If you are interested in playing Vorcon Wars; it will cost you £1.50 for a rulebook and the first three rounds. Each subsequent round will cost £1 and you can opt to play in a 7 or 14 day turn around game. Mike Nicholson is a brilliant games designer and a conscientious game master but he cultivates an image of being the invisible man of PBM; so do not expect to have much face to face or telephone contact with him, but if you would like to play in a high class computer moderated PBM wargame at a reasonable price then you would be wise to try Vorcon Wars.

News this month of PBM meets in the recent past and in the near and distant future. I have just returned from Southampton where about 60 players convened for a weekend of discussion and gamesplay and where vast quantities of ale were consmed and the local curry house enjoyed a boom in trade. The highlight of the weekend was a cricket match between a PBM select eleven and the team from the local hostelry. Despite my efforts (I was twelfth man and scorer) we were soundly beaten but not dismayed, plans ar already advanced for a return match at American football. Altogether, this was a very enjoyable event and I was pleased to meet players from about twenty games including Saturnalia, Crasimoff's World, Vorcon Wars, World of Vengeance, Explorers of Oorion, It's a Crime and Tribes of Crane, and put some faces to some of the names.

The next major PBM meet will be at Gamesday at the Royal Horticultural Hall in London on September 27. This is primarily an event for role playing gamers but there will be several PBM stands and hundreds of PBMers around to talk to. I always find it to be one of the most enjoyable occasions in the gaming year.

The Second British PBM Convention will be held in February 1987, again in London. We hope to make a lot of improvements over 1986 and some hot news is that there is a possibility of a major sponsor stepping in to finance the increased costs that expansion would involve. If the sponsorship deal in concluded it would be possible to move to a larger hall but obviously we would have to make the event more populer by introducing new concepts. Ideas that have already been suggested include demonstrations and competitions of other types of games including war games, roleplaying and computer games, We are very keen to show all gamers what PBM is all about; so if you have any ideas as to what you would enjoy at a games convention, let me know. All suggestions will be very welcome and any that are adopted would certainly be worth a few complimentary tickets.

Other news from around the games includes the demise of one new game and the emergance of another. Gary Savage has now limited the number of players in Khalinar to 5, which effectively means that it is defunct; a pity because it seemed to be very promising. However, Jim Gibson, a noted PBMer has launched the American game The Weapon onto the British market. It is a science fiction game and further details can be obtained from Jim at Harrow Postal Games. Jon Woodall tells me that he is now accepting new startups for Lands of the Crimson Sun, which at 80p a round is one of the most competively priced fantasy role playing games around. Jon can be found at Pheonix Games and is always happy to talk for hours on anything to do with PBM; so why not give him a ring.

Many Gamer readers are now playing It's a Crime and Saturnalia and I shall be making regular reports on both of these games. Kevin Cropper's optimism about It's a Crime seems to have been justified as most of the 2,000 plus who signed up for the game have continued to play regularly. If you have not yet had a try at the game why not give it a go now? It is a game where you control a gang in prohibition era New York and where you can unleash your primitive instincts. If you write to KJC Games and mention Computer Gamer, they will send you a rulebook and the first two rounds will be free.

Saturnalia goes from strength to strength and is now without doubt the most poular hand moderated fantasy game. The new rulebook has now been published and over 200 Gamer readers took advantage of our special offer. It might not be a bad idea to form our own alliance within the game. If anyone is interested in joining send me a message with your roundsheet; my character's name is Adam Lambsbreath. The latest news from the game if of an omninent attack on the town of Zorak by the forces of The Summoner and of the return of the knights of the red rose to the island of Alagas.

Crasimoff's world is a game that has undergone some changes recently and I shall be reviewing it in a couple of months time. Anyone who has ever been put off the game by it's slow movement rates will be pleased to learn that it is now a lot quicker to move about. This has resulted in a lot of action in the last couple of months, the latest being an attack by followers of A'nis, the nature goddess, and T'Gellen, god of Light, on a temple of F'Nor, god of darkness in the swamps to the east of the town of Cas. Much damage was done and a great deal of plunder taken, No doubt the F'Norians will not take this lying down and I await developments.

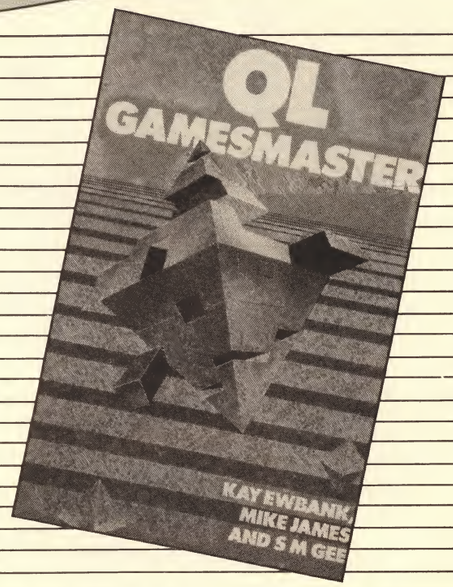
If you would like to represent Computer Gamer in a PBM game and play free, this is your opportunity. We are looking for a player to review Capitol, a science fiction game from KJC. All you would have to do is to make regular reports of your progress and your views of the game. If you are interested just drop me a line at the Gamer office and let me have your idea of a game that could not be played by post. The player with the most interesting reply will be elected to the Gamer playtest team.

Next month I will be looking at Orion's Finger and you will have a chance to playtest Kings of Steel from Sloth Enterprises.

Phoenix Games, Stoneleigh, Holly Lane, Upper Ellwood, Nr Coleford, Gloucester, GL16 7LZ.
KJC Games, 5 Vicarage Avenue, Cleveleys, Blackpool, Lancs. FY5 2BD.
Harrow Postal Games, 161 Butler Road, Harrow, Middx. HA1 4DX.
Sloth Enterprises, FREEPOST, Southampton SO9 1BH.
Vorcon Games, 59 Juniper, Birch Hill, Bracknell, Berks. RG12 4ZG.

BETWEEN THE COVERS

Jane Naylor presents her selection of this month's games books.



Title:	**QL Gamesmaster**
Authors:	**Kay Ewbank, Mike Smith & S.M. Gee**
Price:	**£7.95**
Publisher:	**Collins**

This is a very serious book from Collins, aimed at the QL user who wants to get heavily into games design and advanced programming. The authors declare that they are using the seven programs listed as vehicles for teaching readers the art of writing large programs. They aim to go through the stages of program design and implementation, pointing out problems and pitfalls and offering tips and solutions.

This is probably great news to the average QL user — who would not have bought such a sophisticated machine just to key in 20-line word quizzes. Each program is used to illustrate a fundamental aspect of games design, such as animation, and this is very thoroughly explained with several diagrams and the listing broken down into readable (and keyable) chunks.

As well as animations, other points covered are: sound effects, graphics, using random numbers and Boolean logic. It should be absorbing reading for ambitious QL programmers, who will probably be inspired to go back to their bedrooms and spend maybe even some of these summer evenings wrestling with the unresistable challenge of the unbeatable game.

The seven programs are: The Sorcerer's Apprenntice, Ant Hill, Leap Frong, Frogling, Snake, Tadpole (a lot of frogs in this book) and Snakes and Ladders. There is also a useful short chapter at the end on really polishing up your program and becoming a Master Programmer.

This is a thorough book that covers a lot of useful subjects and will be welcomed by avid QL programmers. The programs are all listed in second time in full at the end of each chapter, so you get seven good games into the bargain. Well recommended,

Title:	**The Penguin BBC B Compendium**
Authors:	**Spencer Bateson and Ian Thomas**
Price:	**£5.95**
Publisher:	**Penguin**

We've covered quite a few books for the Beeb over the last few months, but this is one of the better ones around so we thought it wold still be worth including.

Although it is presented as a programmer's compendium, it is mainly a collection of game programs and as there are thirty-two all told, plus a sprinkling of educational programs and utilities, it reperesents pretty good value for money.

The programs in this collection are far better documented than in most and are therefore actually quite useful to people trying to learn Basic. Each game is preceded by quite a long introduction that sets the scene and gives operating instructions. This is followed by a proper documentation section that lists the variables used in the program and gives a breakdown by section of the various moules, showing how they work. Finally comes the listing in nice clear print which has not been reduced to an almost unreadable size (as in so many listings books).

The selection, as always, is hardly original, featuring old stalwarts such as Golf, Battleships, Jet Fighter and so on. however there are a few new ones, such as one about a threatened little penguin and another that involves a complicated trip round the squares in a pyramid.

I like the author's tone as they guide you round moon craters, up and down ladders, and across busy main roads: their cynical sense of humour is refreshing and injects some originality into a book that is already well above average. Even jaded Beeb gamers might find this worth having.

STAINLESS STEEL

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LOTHLORIEN

STORM

Mastertronic is the first company to accept the challenge to produce a Gauntlet style game. Tony Hetherington braves the Storm.

Software houses have often looked to the seaside arcades for inspiration when designing a new game. Indeed, the first games were all versions of coin-op classic such as Space Invaders and Asteroids. Now the arcades have issued a new challenge in what has to be the best game this Summer, Gauntlet. The games stunning graphics and four player action (although there is now a smaller two player version) surely are beyond the capabilities of the home micros.

Mastertronic are the first into the arena with an Amstrad game called Storm that only costs £1.99.

The game fetures 1 or 2 player action as our heroes battle through 99 rooms of monsters and treasure. Their mission is to rescue Storm's wife Corrine who has been captured by the evil Una Cum and is being held in Cum's underground lair.

Storm, although a fighter seeks help in his quest from his old friend Agravin Undead a wizard. After much discussion they decide that Agravin should go alone in a one player game as he has more skill in the ways of magic. Naturally in a two player game (how it should be played) Storm tags along.

Although Storm starts stronger than Agravin with 500 more health points, restorative potions, snake broaches (three of and failure in the quest since only he can use the scrolls and amulets scattered throughout the dungeon.

These are powerful items since they destroy any of Cum's minions that are currently on the screen (and probably attacking you)' Unfortunately they don't wipe out the forces of evil totally as soon more will start streaming from the generators that lurk, with two or three per screen. To clear the room you have to destroy the generators. This isn't too difficult but you will have to fight your way through to them. As in Gauntlet you may just want to fight your way through to an exit or any goodies lying around.

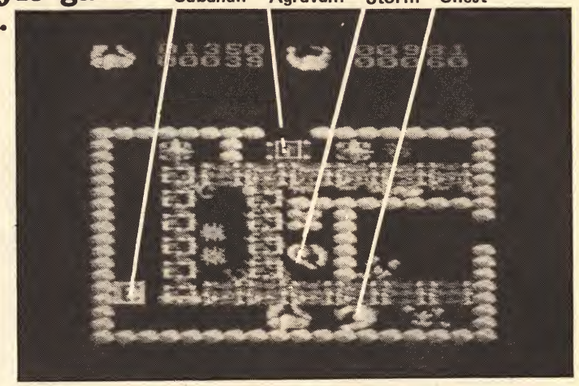
These include parcels of food to replenish some of your lost health points, restorative potions, snake brooches (three of which are required to reach Corinne) and a mask. The mask is said to possess great magical and mystical qualities with the biggest mystery being how to use it! It's worth experimenting with it as it may be the key to the whole game.

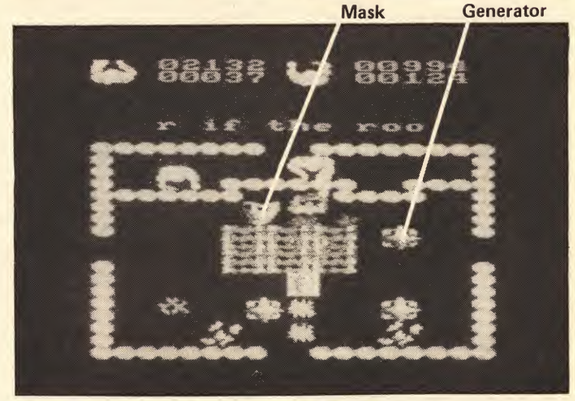
The graphics of the room aren't startling and show a plan view of each room. This is a little confusing to begin with as part of the walls and doors can be almost obscured by the floorboards you are looking through. However perserverence pays off and you'll probably have a clear idea of where you're going as you master the keyboard controls that allow your hero to turn right/left move and fire. Unfortunately the keys aren't the ones that I would have chosen and I spent much of my first (short) game spinning around in a circle while minions happily took chunks out of me.

The game ends when both characters have run out of steam (health points actually) although you do plenty of warnings as the total sinks to critical levels. However since this message appears in the same place as supplementary room descriptions (that you haven't the time to read) I usually miss these warnings.

It's pleasing to see that Gauntlet style tactics worked in the two player game. Such as "accidently" stealing all the food, or charging through a room leaving your companion to fight your battles.

Storm is the first attempt to do a computer version of a Gauntlet style game. Although the graphics are limited the game does have the right feel about it particularly as a two player game. The keyboard controls are a little strange but practise will pay off in the end. However for £1.99 what more could you ask for?





PLANET RATINGS

Originality	
Graphics	
Use of machine	
Value for money	

STAR RATING

Bright Star

The Talisman of Remag

Welcome to another Heroic Warrior Adventure! All you need to play is paper and pencil and a six sided dice. Make your decisions and follow the numbered paragraphs as directed. Combat is resolved as follows. Each character has two main statistics — a strength rating and some life points represented in the text as SR/LP. When you get into a fight, roll the die and add the total to your SR. Now do the same for opponent. Whoever has the lower total loses that particular round and subtracts two from their LP total. Combat continues until one person's LP total reaches zero at which point that character dies. You start with an initial SR/LP of 8/20.

It would be unfair to call Tapper Pennywise a thief. Better just to say that he is light-fingered! Anyway, our Halfling (some people call them Hobbits) hero is currently languishing in a damp cell somewhere having been caught with his fingers in the till when the gaoler announces a visitor.

The stranger claims that he is a messenger from the King. There is a problem he says. Not only has the evil Baron Bludgeon stolen the legendary Silver Talisman of Remag, our country's most prized relic, but he has also had the audacity to put it on public display. Naturally, the King wants it back and as you are the only suitable person currently in custody. He wondered if you would be interested in recovering it for him. Offers of fame and glory don't interest you but you are tempted by a Royal Pardon and a guaranteed pension for life if you succeed so you accept the challenge.

As a thief, you have several abilities, that you have acquired over the years. These are in lock picking, removing traps and picking pockets. How you spent your youth is entirely up to you. You have 12 points to assign to these three attributes in whatever manner you see fit with the understanding that no value can be greater than 6 or less than 1. for example, you may decide to assign 5 points to opening locks, 5 to removing traps and 2 to picking pockets. the higher the number,the greater your skill in that particular field. When you are asked to test a particular talent, roll a die and if the number that you roll is less than or equal to your skill level, you have succeeded in your task. Further details will be given in the text. For example, using the figures quoted above, you decide to try picking someone's pocket. Rolling the die, it comes up with a 3 so that you fail in your task and must face the consequences.

Once you have selected your initial values, they remain constant for the rest of the game although you can of course change them when you play again.

After many weeks travelling, you arrive in the Baron's home town and find lodgings in the local tavern whilst you take the opportunity to reconnoitre the surroundings. Go to 5.

1. The castle grounds are quite delightful. In front of you are lots of berry bearing bushes. You can pick the fruits if you want. The castle itself lies to the east.
To go E — 22
To go W — 48

2 You are in the NW corner of the market. A large crowd has gathered around one of the stalls. An old man is proclaiming that a dangerous snake has escaped and is inviting you to buy his patent elixir which is guaranteed to protect you from snake bites. It's a snip at only 5 crowns. If you want to buy some, make the necessary deduction from your gold total.
To go S — 26
To go E — 7

3 You hand over the snake in the sack. The old man is delighted and gives you a magic flute as a reward. "I hope it proves useful to you" he tells you as you leave. Go to 23

4 You successfully complete your action and are free to proceed east down the street. Go to 40

5 You are in the tavern. Having examined the Talisman in the castle and the surrounding areas, you have come to the conclusion that the only weak spot in the castle's defences in through a window near the top of the tower and you must now find some way of getting through it. Your only possessions at this stage are your thieves tools, a short sword and three gold crowns. Go to 25.

6 You remove the glass case and lower it gently to the ground. You are just about to snatch your prize when some sixth sense warns you to be careful. The Talisman is on a pressure plate. Do you have a bag of sand?
Yes — 14
No — 34

7 You are in the NE corner of the market square.
To go S — 41
To go E — 23
To go W — 2

8 You hide in the shadows until dark and then move to under the window that you have chosen to be your point of entry. do you have a rope?
Yes — 43
No — 10

9 If you have any gold, hand it all over and go to 29. If you have no gold, go to 44.

10 You will have to leave the castle. Go to 1

11 Have you got something to put the snake in?
Yes — 45
No — 51

12 The path leads out of town towards the castle
To go N — 23
To go S — 47

13 You are in a boat yard. There is a coil of rope here. A path leads north to the beach.
To go N — 33
To go S — 49

14 You carefully judge how much sand is the equivalent weight as the Talisman and put the sand on the plate at the same time as your remove the Talisman. Roll one die. Is the result a 5 or a 6?
Yes — 34
No — 18

15 You get the snake in the bag but as you are struggling with it, your concentration slips and you feel its fangs sink into your flesh.
Go to 51

16 Your luck seems to be in for not only is the Talisman there but also treasures beyond your wildest dreams. You are going to be a very rich thief in your retirement. Unfortunately, your luck has just changed as there is no way of getting here without cheating. There is honour amongst thieves you know. You are sentenced to read lesser magazines for the rest of your days as this is conduct unbecoming of a Gamer reader.

17 The mugger has an SR/LP of 7/6. do you win?
Yes — 29
No — 24

18 You judge the sand exactly right and are left with the Talisman in his hot sweaty little hand. You wonder whether to run off with it to lands a new but somehow, after all your adventures, you decide that it might be wiser to return it to its rightful owner and settle down to a quiet, honest life for a bit.

19 Where did you obtain your antidote?
The market — 38
The castle — 55

20 You are just sneaking out a big fat wallet when the victim feels a movement and raises a hue and cry. You try to run for it but the townsfolk trip you up and sit on you until the militia arrive. You reflect that the Baron's gaols cannot be any worse than the one that you had just left and hope that you will be out in a few years time.

21 The stairs end at a locked door. Test your lock picking skills. Do you open the door?
Yes — 32
No — 52

22 You are outside the castle
To break in — 8
To go W — 1

23 You are at a crossroads
To go N— 49
To go S — 12
To go E — 54
To go W — 7

24 Your task has ended in failure although you reckon that death is probably no worse than rotting in a dark cell somewhere for the rest of your life.

25 You are in the main street. The town stretches away to the east. To the west is the way home (so you won't be going that way for a while will you?) As you breathe in the morning air, you are alarmed to hear a rattling noise in front of you. Looking down, you see a medium sized snake, coiled and looking as if it is ready to strike. do you
Attack it — 53
Walk past it — 36
Try to pick it up — 11

26 You are in the SW corner of the market square.
To go N — 2
To go E — 41
To go W — 40

27 The poison quickly courses through your veins and you writhe in agony as you die a horrible death.

28 You are in the general store. Goods are available at the following prices. Rope 10. Candles — 4. Sacks — 10. spades — 15. Lamps — 8. If you have enough gold, you can buy anything you want. Make a note of it and deduct the gold from your total. Go to 40.

29 The path leads north and south.
To go N — 13
To go S — 23

30 The man explains that he is the local snake charmer and is currently in disgrace as he lost his snake and terrorised the town. He says that he would be most grateful if you could return it to him. As a word of warning, he says tht the berries in the Castle grounds make an excellent antidote should you get bitten. Go to 23.

31 You crawl over the window ledge and into the room. There are two guards here and you must fight them each in turn. They both have SR/LPs of 8/8 although you gain surprise and inflict two hits on the first guard reducing him to 8/4. Do you win?
Yes — 35
No — 24

32 The door opens into the Talisman room. The object of your quest lies under a glass case in the centre of the room. From your previous observations, you know that it is trapped as well as locked, first test your trap removing skills. Do you succeed.
Yes — 46
No — 42

33 You are on the beach. If you have a sack, you can pick up some sand if you want. Go to 13

34 You make a desperate lunge for the Talisman but it is to no avail. Alarms all over the place are set off and you are quickly surrounded by guards. You ponder on how annoying it is to fail at the last hurdle as you are dragged off to the dungeons.

35 You search the guards but they don't have any helpful keys or similiar. A staircase leads up or you can climb back down your rope.
To go up 21
To go down — 22

36 The snake attempts to bit you as you walk past it. Go to 37.

37 Roll one die. Is the result a 6?
Yes — 51
No — 4

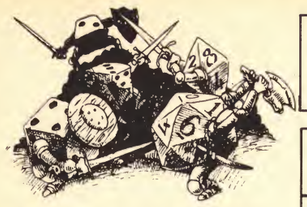
39 The path leads north to the town and east to the castle.
To go N — 12
To go E — 48

40 You are in the main street which leads east and west. A general store lies to the south
To go E — 26
To go W — 25
To go S — 28

41 You are in the SE corner of the market. The crowds here are thickest and is seems to be an ideal place for picking pockets. You can do this as often as you want by rolling against your skill level (see instructions). If you succeed, roll one die and add that number to your gold total. If you fial at any stage, go to 20

To go N — 7
To go W — 26

42 Your clumsiness has managed to set off the trap and a series of poison needles thud into your body. There is one last chance for you though. There is still some of the snake antidote in your veins which might help. Roll three dice and subtract the total from your life points. If you are still alive, go to 46.



Life Points.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

Thieving Abilities	
Picking pockets	
Removing traps	
Opening locks	

Objects Carried

Thieves tools

Short sword

Gold Crowns

3

43 Do you have the magic flute?
Yes — 50
No — 10

44 The mugger does not like being deprived of his spoils so he decides to beat you up. Go to 17

46 Now try your lock picking skills again, do you succeed?
Yes — 6
No — 52

47 The road bends to the east here as the path leads up to the castle grounds. A rogue leaps out from behind a tree and demands your money or your life. Before you can answer, he attacks you anyway. He has an SR/LP of 8/6. do you defeat him?
Yes — 39
No — 24

48 You are at the entrance to the castle grounds. A little old lady in a booth demands your entrance fee of 3 crowns, you can only enter if you pay.
To go E — 1
To go W
39

39 You are in a dark alley when you are set upon by a mugger who demands all your gold.
N.B. This character or one of his gang will appear every time that you come this way.
Do you pay him — 9
Do you fight him — 17

50 You play the flute and the rope climbs into the air as in the Indian rope trick until it stops just under the window.
To go up — 31
To go W — 1

51 The snake bites you. Do you have an antidote?
Yes — 19
No — 27

52 You are just teasing open the last tumbler when your hand slips and yo set off a silent alarm. Guards quickly rush into the room and overpower you. The Baron is going to be very interested to meet you.

53 The snake has an SR/LP of only 2/2 so you will kill it easily enough. It will however strike at you before you inflict the death blow. Go to 37

54 The path leads to a small house. The occupant rushes out and says "Have you got my snake?" You answer
Yes — 3
No — 30

55 You swallow the berries just in time but the poison still leaves you feeling weak. Roll one die and subtract the result from your life points. go to 4

Random Numbers.

If you don't have any dice with you then use these random numbers to decide your fate. Start anywhere in the list and cross one off whenever you are instructed to roll a die.

3	4	5	4	5	4
1	4	6	1	1	3
6	2	2	1	1	4
2	4	2	4	1	1
1	6	3	3	6	6
5	5	1	6	2	4
3	2	2	2	6	6
2	4	6	6	5	4
6	4	6	2	4	2
5	3	5	1	2	1
5	1	3	4	5	4
4	3	4	2	3	1
4	6	4	4	6	2
2	3	2	6	4	6
2	4	2	6	4	5
1	2	6	2	2	5
1	2	1	1	4	4
4	3	6	1	1	2
4	4	4	4	5	4
3	5	1	6	4	2
2	2	4	2	6	5
3	6	3	5	3	3
2	5	3	3	3	3
6	5	6	2	4	3
2	6	6	1	5	3
2	1	6	1	4	3
1	6	4	3	5	4
2	5	2	2	4	2
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3	5	3	6	2	6
4	5	3	2	6	3
6	2	1	3	5	1
2	4	4	6	6	6
6	6	2	4	3	4
6	2	2	6	5	2
1	2	4	1	4	5
3	3	4	4	3	1
2	6	2	5	4	6
2	2	4	3	3	4
6	5	4	4	2	1
4	3	2	6	3	6

Gordon Hamlett helps you add magic to your adventures

ADVENTURE

Dungeon Dressing

With more and more games coming onto the market featuring spell casting of one sort or another, I want to take a look at magic and various ways of using it in an adventrue or role-playing game, Titles such as The price of Magik and Heavy on the Magik are both best sellers and it is likely that there will be several more titles released by other software houses featuring scrolls and spellbooks, wizards and wands, so what sort of magical system should you include in your games if you want to compete with the likes of Level 9 and Gargoyle.

Previous articles have covered different spells and magical items that could be used in an adventure, so this month, I want to pay particular attention to the casting and acquisition of spells in the first place. How do you decide who can cast what and how long must they wait before they can cast it again and what do they need before they can cast it inthe first place. In other words, should an apprentice be allowed to hurl fireballs around willy nilly or does he have to content himself with lighting fires until he is more experienced.

Starting with someone who is training to be a mage or wizard rather than the casual magic user, it is reasonable to assume that the novice has spent some months studying with a tutor and has so learned the basics of his or her trade. There are two main methods that are used in role-playing games and that can be freely adapted to fit into computer games. The first and most straightforward is that the magician teaches his pupils certain specific spells — usually only one or two to start with. These will be fairly low powered spells and the apprentice must make do with these until he is more experienced and can learn another. The second method is the power method, the learner has a certain number of spell points or whatever (this again would increase with experience) and can cast any spell or spells that he wants to providing that he has sufficient power to do so.

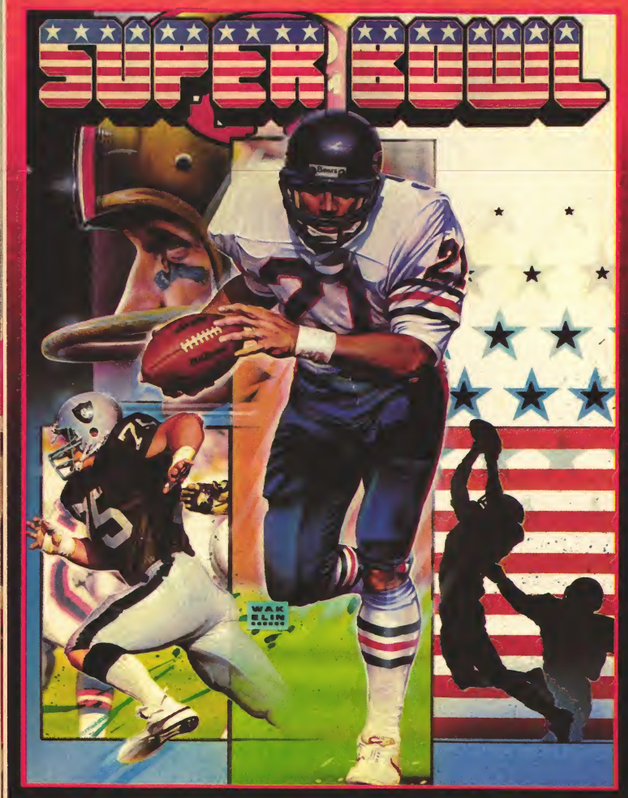
Of the two, I think that the second method is preferable for a number of reasons. It is a lot more flexible and it gives the player a better chance of using magic within the game. There is nothing worse than only having one spell at your disposal and finding no opprtunity to cast it for several days. This system also fits in nicely with a spell grading system. some spells ar much more powerful than others and using this method, all you have to do is work out how much energy it costs to cast each spell. For example, on one day a layer may cast several minor magics such as detecting traps, opening chests, curing light wounds and so on. But when the heat is one and you are being chased down a tunnel by a vicious troll, you can use all your power at one and hurl a lightening bolt after it.

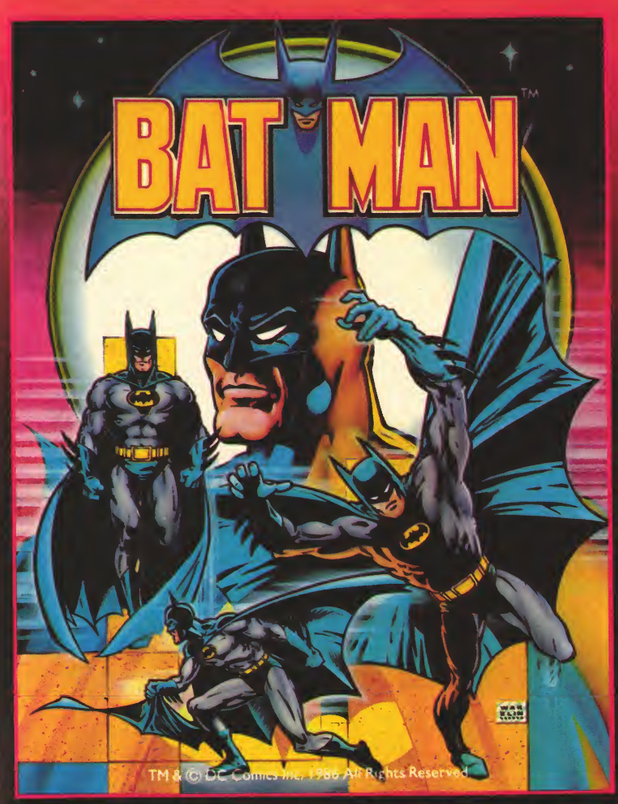
Spell casting is a tiring business and magic users must not be allowed to use their talents at will for this will totally spoil the balance of a game. Players must rest frequently in order to re-remember used spells or regain their mental energy. In the Price of Magik, you age one year every time you cast a spell which is a pretty severe handcap. Level 9 also use a different system incidentally. In order to use a spell, you must first know its name (this is a specific rather than a general name) and must also own a specific object which acts as a focus for that particulr spell.

Quite a few magical systems involve some sort of material compound. This might be the eye of toad, wing of bat recipe in order to prepare a mixture, or cofle dust which is thrown as the spell is uttered. Of course, all these components disappear when the spell is cast and this is another useful way of stopping a mage from becoming omnipotent — just limit the supply of reagents. One of the best systems that I have seen that exploits these ideas, is in US Gold's Ultimate IV. (I'm sorry if I keep going on about this game, but it is superb). Here there are some twenty six differnt spells that can be used. Before you can cast one however, you must prepare the mixture from a lost of ingredients. There are eight different ingredients of which only six are readily available. And of course, it is the powerful spells that require the rare ingredients. You must also mix the ingredients inthe right proportions. You get some hints as to how to do this but agian, not for the more important spells. You also get hints from talking to characters within the game. Someone might tell you that they have been experimenting with such and such a spell for some time now and it only needs one portion of blood mass and not two as it states in the recipe book. So, in order to cast a spell in Ultima IV, you must buy or find the ingredients, mix them in the right quantities in order to prepare the spell and have sufficient magical strength to cast the spell.

For non-regular magic users, they tend to find their magic from scrolls and enchanted artefacts. There is not much you can do to control who picks up or finds what so you just have to be careful that you con't put in items that unbalance the game e.g. potions of immortality, wands of infinite spell casting and swords of total anihilation. Magical items can be limited in power by only giving them limited charges, e.g. a rod of healing might only work four times before it crumbles to dust. Other ideas to limit the use of magic might be to feed the wizard a potion of trembling so that he can't move his hands in the necessary patterns as he weaves his spell or areas of magical silence. All the best spells require you to say "izzy wizzy lets get busy" or whatever and if there's no noise, there's no spell. That's magic.

HEROES &





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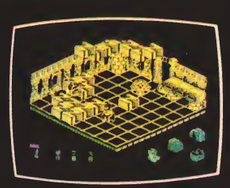

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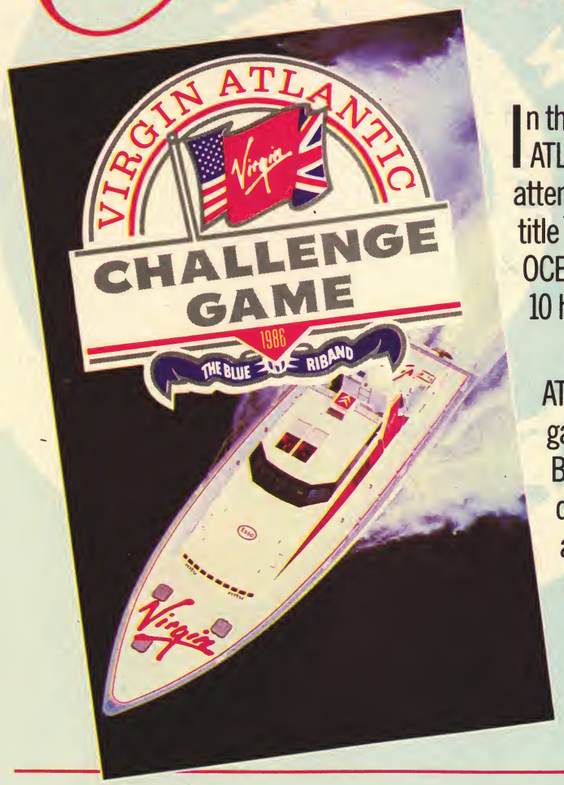
Screen shots taken from various computer formats

Take up the Challenge



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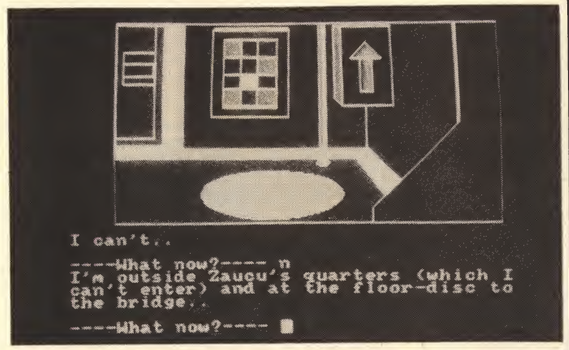
ADVENTURE REVIEWS



Title:	**The Incredible Hulk**
Computer:	**C64, Spectrum, C16, BBC, Electron, Atari**
Supplier:	**Americana**
Price:	**£2.99**

Bruce Banner was a thin bespectacled nuclear physicist working on a government research project until one day his assistant (really an enemy agent) detonated the new gamma bomb while Banner was in range. Unbelievably Banner didn't die instead he became the Incredible Hulk — hero of Marvel comics.

The Hulk retains the bespectacled appearance of Banner unless he becomes really angry when he mutates into the Hulk. While the Hulk, Banner is perhaps the strongest mortal to walk the earth. His green skin can withstand great extremes in temperature as well as hits without puncture or pain.

The Hulk (the game) was first released by it's author Scott Adams about two years ago as the first of the 12 Questprobe adventures in which our hero must meet the strange Chief Examiner.

As soon as I loaded in the game the memories came flooding back. I remember how long it took to get out of the first location so I'm glad to see that the solution is now included in the instructions as an example of the hints book that you can buy.

The important thing to remember when playing this or any other Questprobe game is the powers and abilities of your character as well as those you meet.

In the Hulk you will meet the friendly Dr Strange a master of magic, a particularly nasty robot called Ultron, a malevolent entity known as Nightmare and the Chief Examiner himself.

The adventure itself is a mixture of two word text commands and superb graphics some of which are shown here. My favourite being the transformation from Bruce Banner to the Incredible Hulk.

The game is difficult but all the problems do have logical answers although they may take hours to solve.

I still think that the The Hulk is the best of the Questprobe games probably because the Hulk has simple powers in that he's tough and strong and anything he hits — stays hit. Now the game has been included in the Americana range it is exceptional value for money. **T.H.**

PLANET RATINGS

Storyline	
Atmosphere	
Difficulty	
Value for money	

Title:	**Qor**
Computer:	**Amstrad CPC 6128**
Supplier:	**Maltdale Software Ltd**
Price:	**£4.99 (cass) £9.99 (disk)**

Qor is the first new adventure from the above company written on the GAC it is a fine example of how a programmer can take a really good idea and spoil it because of alack of pre-game-testing.

Qor is the name of a planet where years ago rich space pirates, and the elite of the other worlds decided to live, eventually the pirates came to the conclusion that they should have the planet for themselves, this resulted in all of the so-called 'ruling classes' being turfed out of Qor, which caused no end of problems for said individuals.

Well it just so happens that one of these exiles, with the dubious name of 'Zaucu', decides to return to QOR with the intention of reeking revenge on the inhabitants, you adopt the role of Jo Steam, who just happens to be a Special Agent for S.U.C. (Supreme Universes Command), by gaining Zaucus confidence your plan is to turn Zaucu's spaceship heading for Qor, a brief exploration around the ship is necessary but remember to conceal an item that you are carrying or you will be shot at dawn.

The graphics are excellent and instantly drawn, well defined while aboard the ship and then of a more softer appearance on the acutal planet.

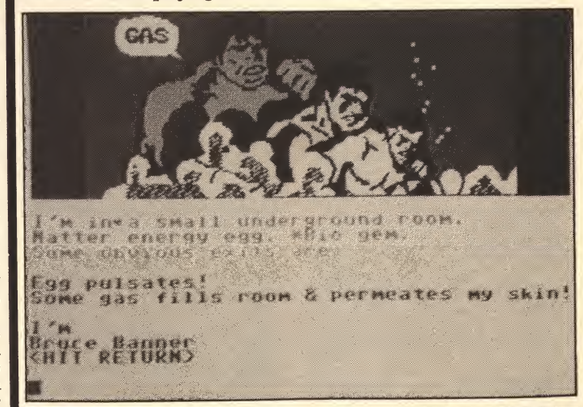
Text descriptions however leave a lot to be desired I could not get used to the strange use of the English language, I feel Steve Baker, the writer, must be a fan of Jimmy Young what with its references to 'Mo' for moment and 'Tho', get my meaning, an attempt at humour falls short, one little gem that made me gasp was, on entering the Galley location, I was rewarded with "Why do they call this a Galley, I can't see and Gals" I ask you!

Getting back to my first statement if the writer had taken just a bit more time witht he testing, this could have been an excellent first attempt however even the excellent graphics will not help this game become a hit.

A shame really because I think it would have been very good.

PLANET RATINGS

Atmosphere	
Difficulty	
Graphics	
Value for money	



Title:	**The Beer Hunter**
Computer:	**Amstrad**
Supplier:	**Global Software**
Price:	**£7.95**

Adventures come in all manner of scenarios, whether it's finding treasures in underground caves, searching some alien plant for objects or prevent the destruction of Earth or looking for a good old pint down at the local. In the Beer hunter it is the latter that we are indeed looking for.

At first I thought I was suffering from an 'Hangover' when, on loading I was greeted by the opening text screen, written in two colours on a salmon pink background, it gave a sort of 3D effect, you know, the type where you need to wear those little red and green lensed glasses, except there were no glasses with this game, so I went a bit bog-eyed trying to read the printing, I am glad to say the main text in the game is normal white on blue.

OK so what about the adventure itself, well your quest begins in the outside public loo, on the wall is some obscene graffiti and a 'horrible smell wafts towards you' going North finds you outside the good old 'Hung Ferret' notable drinking hole of the local Yar Yar Robyns and Horray Henrys, waking a drunk will reveal a lot and then it's off for a quick hug with the barmaid before starting your search in earnest. Before your quest is over you will have travelled the length and breadth of London, visited some devious drinking establishments and, if unlucky, been cast into a rather dingy cell.

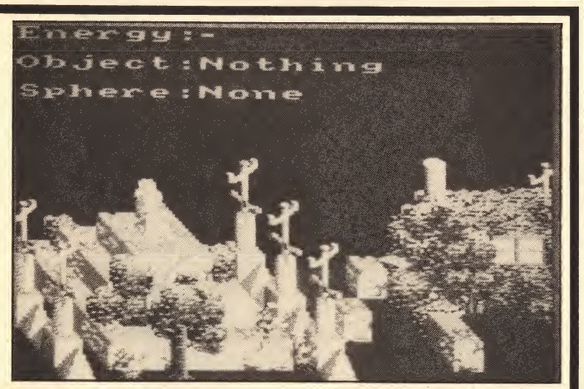
The author's first attempt at writing an adventure is reasonable, written with tongue firmly in cheek he succeeds in taking a hefty swipe at the 'establishment' full of innuendos (a car park full of XR3's etc), the game jogs along quite merrily. I think he captured one typical characters attitude when, on entering the Barbican, I found myself in the "Whiz-Bang Computer Show" calling at the bar, I found it was full of loud people, who were all trying to get served, by a long haired youth, wearing a white jacket and trying as hard as possible to be as slow as possible' a type I'm sure we have all met before.

The test descriptions tend to be a bit over the top and the odd spelling mistake doesn't help, graphics are instantly drawn and quite pleasant to look at, overall then, the adventure is well written, problems are not difficult and, if you like nonsense games, quite good fun.

My only complaint is that the game should have been tested better before it was released and, in these days of good budget adventures, is about £3-£4 too much.

PLANET RATINGS

Originality	■■■
Graphics	■■■
Atmosphere	■■
Value for money	■■



Title:	**Quabbalah**
Computer:	**Amstrad**
Supplier:	**Amsoft**
Price:	**£8.95**

Quabbalah is best described as a pseudo 3D sideways scrolling game with problem solving elements with a bit of ladders and ramps thrown in.

Quabbalah is the ancient Hebrew estoteric doctrine for an acolyte wishing union with his godhead. The Quabbalistic system is based on the Sepher Yetzira — the tree of life. To attain the unification with the godhead you must pass through the ten spheres of enlightenment.

Basically what all this drivel refers to is a ten screen game where you must pick up objects in each area whilst avoiding the baddies sent by the Qliphopth (the anti-tree-of-life).

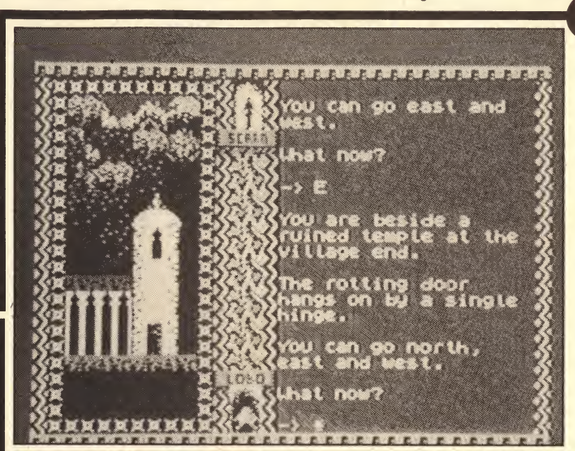
The graphics are of a reasonably good quality despite the nature of this isometric projections type of 3D display. this makes everything look a bit strange as there is no perspective in the graphics at all.

Your little man can move through four directions and jump. The 3D effect is very good and moving behind other objects and behind walls is handled very well, there is even a swimming pool that you can jump into — leaving no trace above the surface of the water — and then jump out again.

Whether you like this kind of game or not is up to you — you either love 'em or hate 'em. There are however, better games of this style. **M.R.**

PLANET RATINGS

Originality	■■■
Graphics	■■■■
Use of machine	■■■
Value for money	■■



Title:	**The Terrors of Trantoss**
Computer:	**Spectrum**
Supplier:	**Ramjam/Ariolasoft**
Price:	**£7.95**

As wizards go, Trantoss was a real meanie. The villagers were so fed up with the way that he ruled them, that they stole his mace — his source of power and broke it into several pieces. Now, many years later, strange rumours and happenings are striking fear into the hearts of the villagers once again. People are disappearing together with their treasure and it is said that Trantoss isn't dead and that his minions are trying to reassemble the mace. Lobo and Scarne are two brothers whose parents have vanished and they decide to investigate. The villagers are more than willing to give whatever help they can as the two would be heroes attempt to find and destroy the mace once and for all. If they can recover the treasure as well, so much the better.

You control both brothers in the game and can swap between them at will. One is large and strong, the other lithe and agile and you must remember this in order that you can get the right brother to perform the appropriate task. Lobo and Scarne can be separated from one another (they normally travel together) and this will be necessary if you are to succeed in your quest. Which brother is currently under your control is displayed in the central part of a very attractive screen. On the left is a vertical format illustration of your location whilst the box on the right is for your comands and their responses.

The game starts with you in the village and you must equip the brothers before playing a stranger to lead you through the hidden paths of the forest. He leaves you a staff inscribed with strange runes. You can attempt to decipher these straight away although there are a lot of strange words to mislead you. Fear not though for there is a translation elswhere in the game. The problems are fairly straightforward and the vocabulary is reasonable i.e. no obscure words although one slight eccentricity is that the program checks for the first five letters of a word instead of the more usual four and this caused me all sorts of problems until I realised what was going on.

Trantoss is a bright colourful game with a logical storyline and is well worth investigating. My only real quibble is that it is a bit too linear in structure so that problems have to be solved in a particular order. This is bad news if you get stuck in a particular place as you can't go and try something else whilst you ponder. **G.H.**

PLANET RATINGS

Originality	■■■
Atmosphere	■■■■
Difficulty	■■■
Value for money	■■■■

Title:	**Hunchback the Adventure**
Computer:	**C64**
Supplier:	**Ocean**
Price:	**£9.95**

The beautiful Esmerelda has been captured by the evil Cardinal (boo, hiss) and is being held to ransom somewhere in the outskirts of Paris. The one eyed hunch backed bellringer of Notre Dame, Quasimodo, who is in love with Esmerelda, decides to try and rescue her from the cardinal's clutches. First though, he must escape from Notre Dame cathedral, make his way through the sewers of Paris before finding and challenging the cardinal and making off with the girl. Can he do it? Of course he can, especially with you playing Quasimodo.

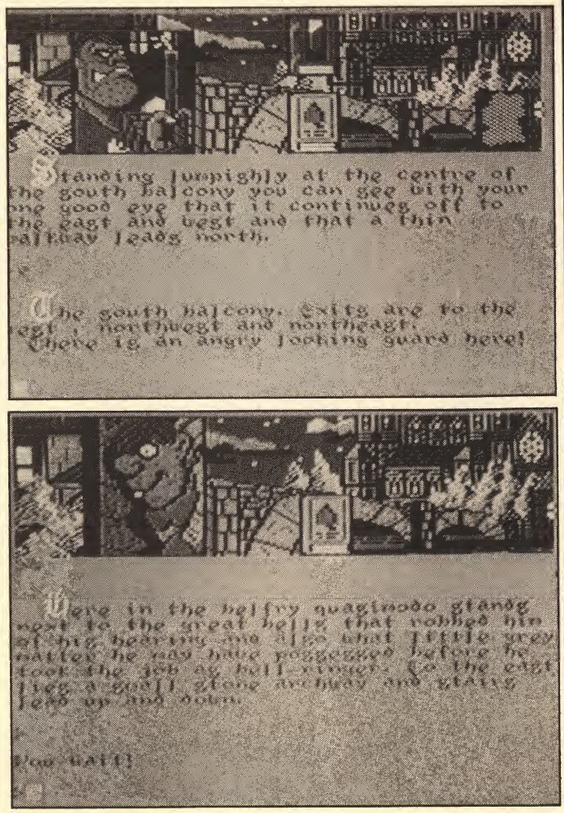
The game looks very similar in style to Ocean's previous adventure, Never Ending Story. There is a large background illustration which is superimposed with pictures of up to six objects that Quasimode can carry as well as drawings of the major characters. Graphically, the game is superb and the illustrations will be its major selling point. As an adventure though, the game is decidely limited.

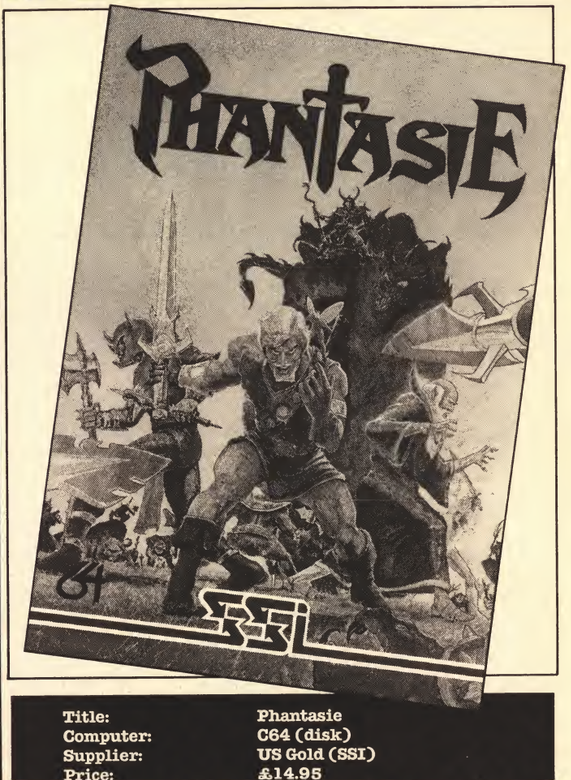
Location and object descriptions, although fairly short are well done and quite amusing. You start off Chez Quasimodo, a semi-detached hovel with all the charm of a sewage farm. As you wander round, you soon find a variety of books with titles such as Zen and the art of guillotine maintenance, 101 ways too cook frogs legs and bell ringing for the deaf. The vocabulary is extremely limiting though. The game only understands 36 verbs and as 10 of these are directions and others are synonyms such as get and take, you will see what I mean. Standard adventurers words such as "examine" are not supported at all. There is also a distinct lack of things to do, especially at the start. There are several guards standing around, intent on attacking you. If you fight back, combat can continue for many rounds until one of you dies and I go fed up of typing "attack guard" twenty times before moving one to find yet another guard.

If you are a newcomer to the noble art of adventuring, then Hunchback might be just what you are looking for but for anyone with a bit of experience, I feel that this game may well prove to be a big disappointment. **G.H.**

PLANET RATINGS

Originality	■■■
Atmosphere	■■■
Difficulty	■■
Value for money	■■





Title:	**Phantasie**
Computer:	**C64 (disk)**
Supplier:	**US Gold (SSI)**
Price:	**£14.95**

Phantasie is the latest in US Gold's All American Adventures series and is a superb role playing adventure in which you control a whole party of adventurers.

Nominally your quest is to find and destroy the evil sorcerer Nikademus and his Black Knights but realistically you'll be too busy just staying alive to try such grand adventures.

You begin the game in the twon of Pelnor where you can recruit and equip your party. These can be gleaned from the usual stock of humans, elves and dwarves as well as the more exotic breed of adventurers to be found in minotaurs, lizardmen, goblins and trolls and even orcs, pixies and ogres.

Each character as the traditional set of random characteristics that decide the strength, durability, abilities and profession. The standard races can follow the professions of fighters, monks, priests, rangers, thieves and wizards whereas the monsters are restricted to either fighter or thief.

Once you have assembled your party it's off into the wilderness. Here the screen display is similar to that of the Ultima games as the party (together) move along the roads or across the deserts, mountains, grasslands and forests that link the towns, inns (where you can rest and recuperate) and dungeons.

Inevitably you will come across trouble in one shape or form. Usually several of a particularly nasty shape just as your party settles down to sleep.

Combat is a direct one on one affair between monsters and party members with each character deciding his tactics between each combat round. These can be to either, lunge, thrust or attack (resulting in different amoungs of damage and chances of hitting), cast a spell, parry (fend off anything that comes your way) or run away. If you survive the conflict then you'll gain some valuable experience points and maybe some treasure.

The game is entirely controlled by joystick and is exceptionally easy to follow while still being a challenging game. Learning how best to use each character is your first problem as well as juggling the wizrds magic points and learnt spells to produce the best support for the party. Then once you've got some experience and some treasure you can return to a town and train the character for a higher level that brings more hit points and spell abilities that will allow you to survivie a little longer.

PLANET RATINGS

Storyline	■■■
Atmosphere	■■■
Difficulty	■■■
Value for money	■■■

S·U·B·S·C·R·I·P·T·I·O·N·S

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Now available for the BBC Micro and Electron

The Commodore-64 version of Thrust (published by Firebird Software) shot immediately to No.1 in the software charts and was greeted with rave reviews throughout the computer press. Equally addictive and just as enjoyable, the BBC Micro and Electron versions of the game are set to emulate this performance.

Thrust is simple, fun-to-play, yet totally realistic and intensely challenging. Your mission is to visit 24 planets in turn collecting the Klystron Pods and, if possible, destroying each planet's reactor system. Your spaceship and the pods, which are heavier than the spaceship, move authentically subject to the laws of gravity, inertia and momentum — indeed the game's author, Jeremy Smith holds a First-Class Honours degree in Physics! Careful planning of your manoeuvres is essential in order to prevent the pods swinging out of control and dragging your spaceship to destruction.

To add to the challenge, the planets have different gravity rates and, as you progress through the game, some have "reverse gravity" or "invisible landscapes". They are defended by automatic limpet guns strategically placed to protect the pods and fuel tanks — the only source of replenishment for your limited fuel supply. The smooth screen-scrolling, which is exemplary, and the realistic action gives the player a fascinating feeling of floating through space.

PRICE: £7.95 (cassette), £11.95 (BBC disc)

COMPETITION COMPETITION COMPETITION COMPETITION

If you complete the mission by collecting the pods from all 24 planets, you can enter our competition. The prizes include the beautiful trophy (pictured on the right), **£250** cash, and 3 copies of the captivating book **"The New Atlas of the Universe"** by Patrick Moore. Closing date: 31st January, 1987.

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MULTI-MODEM GAMES

In a multi modem game you can share an adventure with players hundreds of miles apart. Martin Croft dials up the dungeons

Modem Games

I love computer games — good ones, that is. But if, like me, no matter how good the intelligent monsters are in an adventure game, or the computer controlled opposition in a wargame, you miss the challenge you face when playing with real people, then the answer could well be Multi User Games.

For the uninitiated, a computer Multi User Game is one which is played by modem; the actual bones of the game — the database of rules and regulations — is kept on a mini or mainframe, and you use your micro to communicate with this program. With some MUGs, players who are linked to the host computer can also talk to each other; on others, though, the computer is acting as a mail-box. In this case, you just feed in your orders and, at a set time, the computer looks through all the messages it has and acts on them. You will then get an updated situation report.

Probably the most famous of the interactive MUGs — the ones where players can talk to and fight each other — is MUD, which stands for Multi User Dungeon. Originally written by students at Essex University and running on the university's DEC, it has now been licensed as a commercial product and is running on Compunet and is also being offered by British Telecom. It's also being put on the Compuserve network in the United States, with a projected launch date of July 4th, so it's getting pretty wide exposure.

Simon Dally, managing director of Multi User Entertainments, the company which he formed with Richard Bartle and Roy Trubshaw, the two people who wrote MUD, told me that, although the implementation of MUD on BT's computers had been delayed by 'Murphy's Law' — it was originally scheduled for launch last November — it was now up and running well. Apparently some 600 to 650 people have opened accounts with MUD and, Simon says, around 60 to 70 accounts were dialling in each night last time he dropped into the game. That's accounts, not individuals, as some people have more than one account.

About half the people playing BT's MUD are aged under 25, although there is one account holder who's nearly 70.

Theoretically, up to 64 people can play MUD at once on BT's system, but Simon says it's probably better with a maximum of around 30. "The most I've seen playing at the same time is around 22."

There is an initial registration fee of £20 to register on MUD on BT, and then it costs between £1 and £2 per hour to play. The first three hours play are free with the starter pack, which also contains maps and a guide to how to play the game.

Compunet MUD is also going strong, and the original system is still running on Essex University's computer, although it's apparently very difficult to get through — there's only 16 lines — it runs in the small hours of the morning, and the university authorities are, I understand, somewhat hostile.

Meanwhile, Micronet is also launching a multi user interactive game. Called Shades, it sounds similar in many ways to MUD, although, of course, Micronet are saying it's much better. It's set in a similar fantasy type environment, but more than that I can't say as I haven't seen it.

Micronet also has another multi user game running — Starnet. Starnet, which was originally written by Mike Singleton, the author of The Lords of Midnight and Doomdark's Revenge for Beyond Software, is a space strategy game in which players have to make economic and military decisions in their attempts to control the galaxy.

"We did have incredible problems with Starnet," Micronet 800's press officer Peter Probert says, "and we had the choice of starting from the beginning or ditching the whole thing." In the event, the game was given a thorough overhaul and is now working very well, with some 500 regular players.

In the game, players get a report of what resources they have, what planets they control and what ships they have. They then input their orders — move to x, build so many ships etc. Once all the players have given their orders, the computer calculates what happens to everybody and sends out a new situation report. This is very much a simplified description — the game is in fact incredibly complicated.

As Peter Probert says, "We've even got people who have set themselves up as insurance agents — you pay them a set amount of money each turn and they'll buy you a new ship if you get one blown up."

In addition to Shades and Starnet, Micronet is also used for other games, in particular Diplomacy, but also sports games, quizzes and chess. For Diplomacy in particular Micronet is very well suited — just as with Starnet, players hand in their orders by a deadline, and the results are then calculated (although in this case it's a human acting as referee, not a computer).

Meanwhile, down in the West Country, Level 9 has also been working on an interactive multi user game, to be set in Arthurian

Britain. This was originally being developed for British Telecom, but Level 9 has been considering running it itself, according to the company's founder Pete Austin. This is because of the success of the Adrian Mole adventure game Level 9 wrote for Mosaic Publishing; the Austins now have enough money to go it by themselves if they wish.

"We have decided that the hardware we would want to use is well within our means," Pete Austin told me. But he also said "it is possible that we may be running Avalon with BT — we will be discussing that with them next week."

There is another option, he suggested: "We may go in with some bulletin board people, because they're used to working the odd hours that the players keep."

Avalon will be set in the countryside around Level 9's top secret West Country base, not a million miles from Weston-super-Mare. Glastonbury is just around the corner, and so is Cadbury, one of the supposed sites for Arthur's Camelot.

Essentially, you start off as a lowly squire and work your way up the ladders of society by performing chivalrous deeds. But beware — there may be wizards about!

One company rumoured to be working on a multi-user game was Magnetic Scrolls, which produced a very challenging adventure called The Pawn. Unfortunately, this isn't so, according to the company's Anita Sinclair — "but we do have the intention of working on a multi user game," she added.

One good way of of finding out about some of the smaller games which may be running is to check the electronic bulletin boards — not just the larger ones like Micronet or Compunet, but the smaller ones as well. There are a lot of people said to be working on MUGs, as Simon Dally says — "I'm always hearing about games that are going to be bigger and better than MUD!"

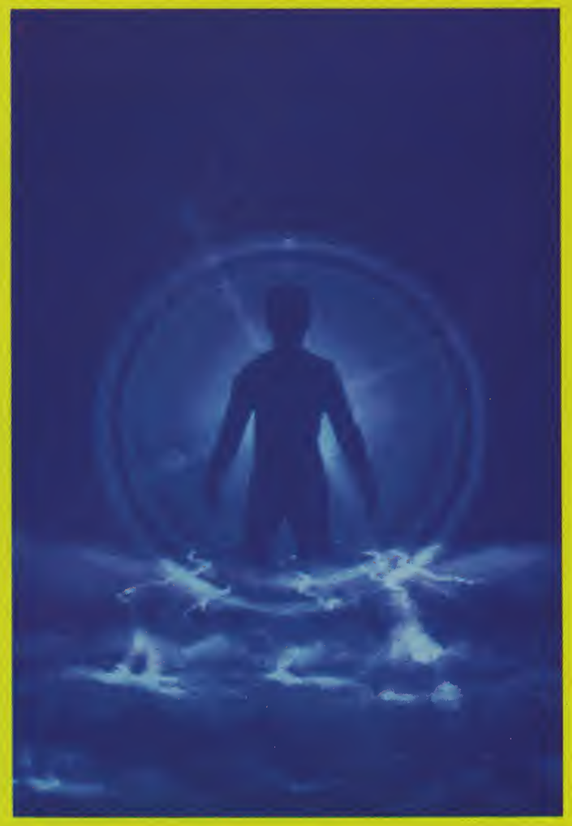
One problem with games like this is that you have to have a modem, and you have to be able to afford the phone bills — which can come as rather a nasty shock. But before those of you who don't have a modem or a bottomless bank account don't despair, try contacting Mike Singleton: he's writing a multi user game with a difference — you do need a computer, it has to be Spectrum with a microdrive, but you don't need a modem.

It's called Dark Sceptre and for £14.95 you will get a Play By Mail pack. In it is a microdrive cassette with, on one side, a straight adventure game and on the other some control programs. The adventure game is based on the same fictional world as the PBM game.

You control a party of adventurers — probably eight to start with, Mike says — and basically you have to survive the threats of the world you inhabit, which will include magic and monsters, as well as other players. Your present situation is recorded on a cartridge: run the data through the control programs, and you can see what has happened to your party in the last few episodes. You can also use another of the programs to see what might happen to you in the future — Mike calls it "hindsight and foresight". Once you've chosen what you think is the best course of action, you save your orders onto the cartridge and post if off to Mike. He runs it through his master program and sends it back with an updated cartridge which tells you just how successful you've been.

There are no deadlines, and Mike says that cartridges will be returned the same day as they are received; theoretically you could get in three turns — or episodes, as Mike prefers to call them — a week, but probably two is more likely. There are also facilities to give "standing orders" so you can survive fairly well even if you only send in orders once a fortnight. Each episode will cost £1.50 — but Mike says "you're getting a pretty full data cartridge for that, so we certainly think it's going to be worth it".

Dark Sceptre is going to be launched in the middle of July — we'll keep you posted with more information.



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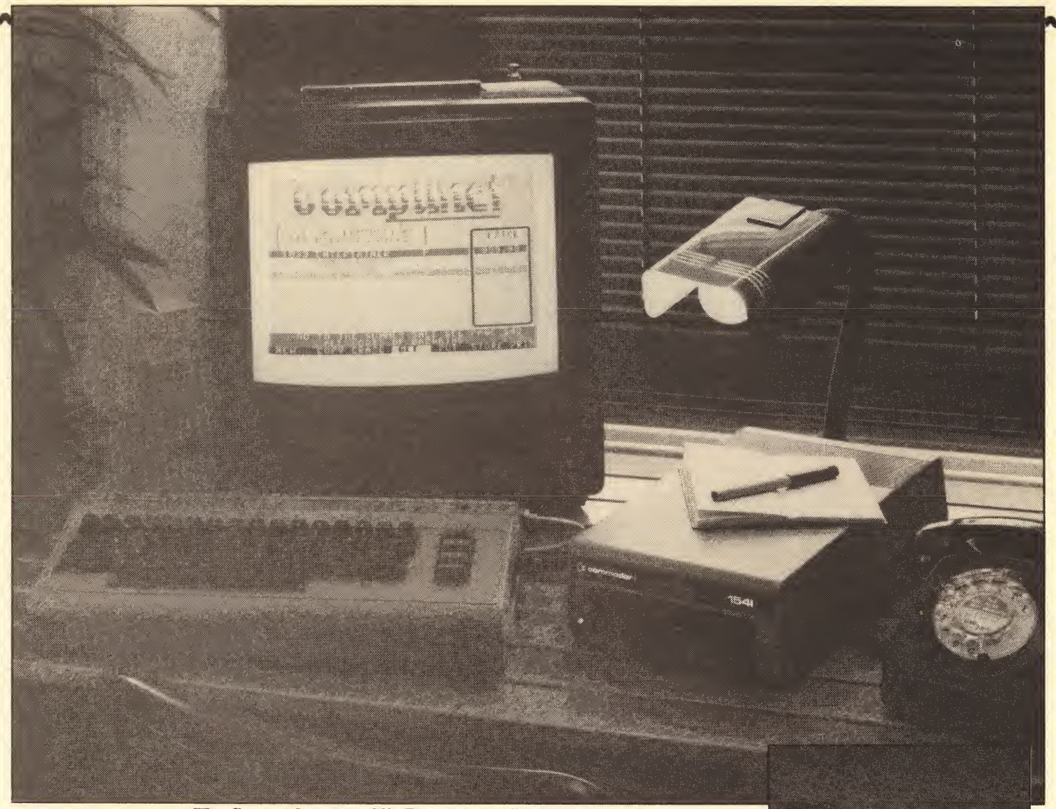


The Commodore specific Database — Compunet

modems

A lot has been written and said about modems over the past couple of years, but what actually are they and what use are they to the average manic gamer? Mike Roberts fills his pockets with 10p bits and goes searching for an un-vandalised phone.

An acoustic coupler for connection to a telephone handset

The principal behind a modem is very simple. Computer signals go out of a computer formatted as changes in voltage level. All a modem does is to change them into bleeping noises so they can go down a phone. So why is there such a variation in prices? Well, like anything else there are lots of extras onto this basic system that you really do need and lots that you don't.

It is likely that the cheaper kind of modems that you may come across, whilst being just usable, are not really suitable for any prolonged use. The general rule is to get a direct connect modem that can handle 1200/75 and 300/300 baud protocols and some software that can access bulletin boards and Prestel type displays. Auto dial is useful, but not necessary, though it does cut out a lot of the trouble. Some modems will only support the Prestel type of use, though it is much better to get one of the more flexible types.

Free Software!

The main use of a modem for the ardent games player is free software — yes, you can get software absolutely free with your modem. The main source is through bulletin boards and Prestel/teletext systems, for this you need a modem, and appropriate software. An application like this is where the direct connect modem really comes into its own. The direct connect results in less information being garbled, though you do have to have a socket, which could be expensive to fit. Acoustic couplers are the other type, and generally consist of a pair of rubber cups that attach to the phone. This is cheaper than a direct connect if you have no socket, though some corruption can seep in — which is important if you are downloading programs.

Downloading refers to the system of loading a program through a computer from a viewdata source. Some modem packs contain software to do this, notably the Commodore system for Compunet, which has a large amount of S/W, and the Demon modem for the BBC which uses a single command to extract software in a number of different formats. If you are interested in the free software, then make sure that the software that you get for your modem can download the various games and utilities that are available.

Currently it is only the main computers that are well supported in this field: Commodore, BBC, Spectrum and the older types such as the Apple and the TRS 80. This is because all of the first bulletin boards were for Pets, Apples and Tandys. In those days computing was very easy because there were only those three computers that were priced at under £1000. The IBM also has some software available on the boards (though that's a bit out of the scope of this piece!).

Apart from the bulletin boards, which are free, there are the main viewdata services Prestel and Compunet. As previously explained, Compunet is only available through a special Commodore modem and is currently only available for the C64, though a BBC system has been proposed. Compunet works in a similar, though improved, way to the Micronet on the first viewdata service in the world, Prestel. This sub-service on Prestel, called Micronet, is like a super-bulletin board with special interest groups, software, and magazine-like features and news.

On both Compunet and Micronet there are areas for uploading and downloading software. Some you have to pay for, from normal software houses, usually at a reduced rate, but there is a large amount of public domain software at no cost. Uploading is the process where you deposit one of your own programs on to the system. It is a good idea to do this to keep a good supply of public domain software flowing.

Mud glorious Mud (and other well-worn puns)

Another thing that you can do with a modem is play the large scale adventures and games. Much has been said about one of the most famous of them all — (Read all about these in this month's Multi-Modem Games feature) The Compunet version costs about £7 to join and £3 an hour to play. The BT one will cost £20 to join and £2 per hour to play, though the BT version has three times as many locations and many more improvements over the original.

Other systems have games, such as Micronet that has a sort of Play By Mail game using electronic mail. Bulletin boards sometimes have larger adventures on them like the Belton Board which has a good version of Hitch Hiker's Guide, a (self-confessed) boring maze, and a smaller adventure on it. As bulletin boards are largely single user, none of those types of adventures are multi user.

Another avenue that can be explored with a modem is playing games on university computers. However, universities sometimes get a bit ratty about this and outside users are restricted. The Open University is a good bet although once you've played Lunar Lander 100 times it gets a little bit boring.

Paying for it all

The main put off when thinking about modeming (if there is such a word) is the phone bill. Well, at cheap rate, calling up Prestel costs about 40p an hour. A friend of mine uses Prestel home banking with the Bank of Scotland. With this he can swop his money around various accounts and make money on the interest. He reckons that the few pounds a month he makes doing this pays for all his Prestel time! He also keeps a jam jar next to his computer and every time he uses it to dial up somewhere he puts a few pence in the jar so he doesn't get surprised by extraordinary phone bills at the end of the month. Which is one way of doing it!

Modem manufacturers and suppliers

Minor Miracles
WS2000 and WS3000, high spec and reasonable value

Interlekt
Various modems, good quality but you pay for it

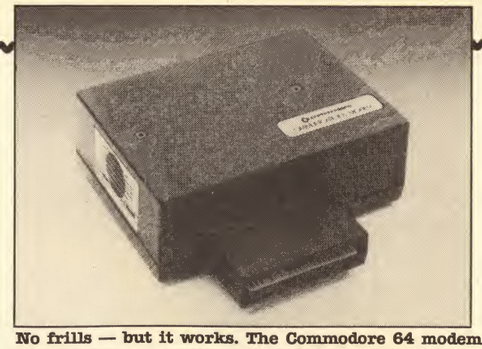
Modem House
Voyager 7 and Voyager 11 these modems are available for a wide range of machines in bundled packages

Commodore
Cheap no-frills modem that does the job for Prestel and Compunet. Comes with Compunet membership

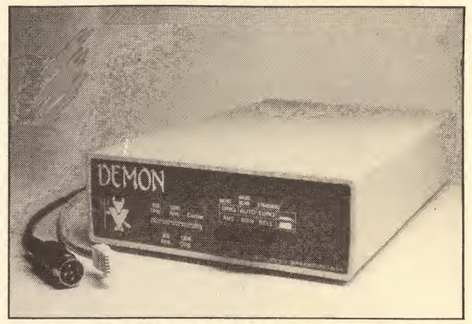
Demon
very cheap with a high spec and good software support mainly for the BBC

Watford
BBC specific modem, good value and reasonable driver software

Solidisk
BBC specific again, similar software to Demon

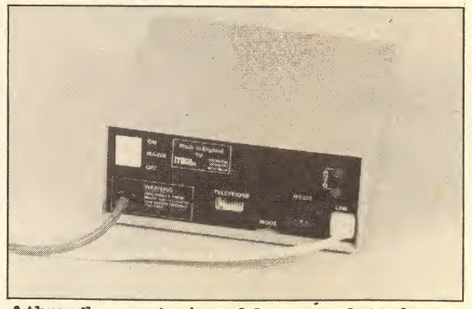


No frills — but it works. The Commodore 64 modem.

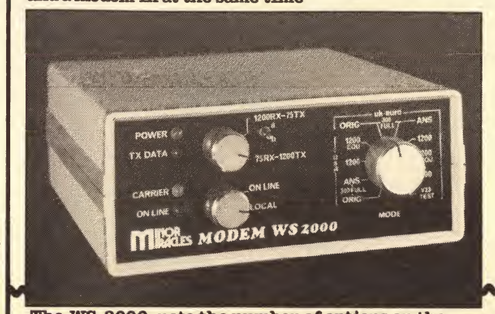


Demon — Not BT approved due to the massive costs involved but one of the best cheap modems around.

Interlekt, good general purpose modems



A through connector is useful, you can plug a phone and a modem in at the same time



The WS 2000, note the number of options on the front panel

HI-SCORE

All entries to our on-going hi-score competition should be on the most recent form and only one entry per person per form. All entries should be witnessed and forms must be filled in correctly.

In the comments section you can include any points that you woule like to make about the game, how you did it, a hint perhaps. The best hints will go into our main hints section.

All entries, as usual, to:

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Good luck.

COMPETITION HI-SCORE CHART

Game	System	Scorer	Score
Action Biker	C64	Jelim Hamamcioglu	297563
Action Biker	Atari	Shaun Arney	252413
Chuckie Egg	Spectrum	Ian Harrison	3021010
Chuckie Egg	Electron	Simon Popplewell	579600
Chuckie Egg	BBC	Andrew Neck	2554960
Chuckie Egg	C64	Luigi Waterworth	3324790
Chuckie Egg II	Electron	S Seal	1300000
Knight Lore	Spectrum	A Parkinson	98%
Hyper Sports	Spectrum	David Templar	1962400
Hyper Sports	C64	Sandy Bulloch	142084
Pole Position	Atari	Dominic Anderson	136650
Pole Position	Spectrum	Denis Bicheron	63800
Pole Position	C64	Jason Peterson	149670
Pole Position	BBC	David Brown	123350
Elite	BBC	D Codrington	13437772
Elite	Electron	Craig Burbridge	1100476
Elite	C64	Jason Kennedy	428957315
Elite	Spectrum	Gavin Sneddon	51000
Bruce Lee	Spectrum	Sam Swift	6000000
Bruce Lee	C64	Keith Nicholson	1185650
Dropzone	Atari	Stephen Lakey	1140230
Spy Hunter	Spectrum	Andrew Cooper	5276095
Spy Hunter	C64	Dara McEniff	484825
Who Dares Wins II	C64	Julian Bryant	112550
Raid Over Moscow	C64	Alan Jones	273200
Raid Over Moscow	Spectrum	Gary Smith	650050
Raid Over Moscow	Amstrad	Michael Boencke	396750
Zalaga	BBC	Paul O'Malley	15007810
Beach Head	C64	David Webb	916200
Beach Head	BBC	Robert Booth	998400
Starquake	Spectrum	Martin O'Neill	283690 (42%)
Blue Max	Atari	Hakan Akbas	3440
Zaxxon	Atari	Simon Jones	199130
Zaxxon	C64	Jason Peterson	369810
Chop Suey	Atari	Peter Richardson	1248170
Sabre Wolf	BBC	Andrew Maskery	301450
Exploding Fist	C64	Paul Whitehead	841300
Exploding Fist	Spectrum	Steven Smith	836400
Exploding fist	Amstrad	Jan Larsen	74300
Exploding Fist	Electron	Craig Burbridge	41400
Exploding Fist	BBC	Peter Lipscombe	22200
Yie Ar Kung Fu	C64	Glenn Vyse	24044000
Yie Ar Kung Fu	Amstrad	Stephen Everitt	4365680
Yie Ar Kung Fu	Spectrum	Matthew Cropper	677000
Yie Ar Kung Fu	BBC	Ian Cameron	772100
Yie Ar Kung Fu	Electron	Jason Langridge	957700
Commando	C64	Russell Hann	9625100
Commando	Spectrum	Dorian Cossey	171700
Soul of a Robot	Amstrad	R Messenger	83%
Repton 2	Electron	Nicholas Balmer	28164
Highway Encounter	Spectrum	R Messenger	148370
Bounty Bob Strikes Back	Atari	Hakan Akbas	46270
Manic Miner	Spectrum	Gareth Scurlock	24282
Jet Boot Jack	Atari	Nick Clark	242500
Chop Suey	Atari	Giancarlo Massironi	533630
Rambo	C64	Brett Sherwood	3058200
Hunter Patrol	C64	David Jolley	171000
Transformers	Spectrum	Kevin O'Kelly	452715
Gyruss	C64	Montero Carlos	696000
Gyruss	Atari	Hailan Akbas	218600
Mr Eee	BBC	Wyndham Townend	163350
The Eidolon	Atari	Simon Buck	32208
Staff of Karnath	C64	John Greorghison	6:44 pm
Schooldaze	Spectrum	Nigel Kettlewell	14470
Defend or Die	Amstrad	Dee Nicholson	848370
Paradroid	C64	Adam Cleobury	28850
Rescue on Fractulus	Atari	Hailan Akbas	104314
Bomb Jack	Spectrum	Gary Powell	426290
Uridium	C64	Paul Turner	690985
Rock 'n' Wrestle	C64	Simon Johannesen	350500

Send to: Hi Score, Computer Gamer, 1 Golden Sq, London W1R 3AB

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AUGUST

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A distant corner of the galaxy where human life strains to exist in the void of space

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Tony Crowther

Tony Crowther

TRAP

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ARCADE R·E·V·I·E·W·S

Black Hole — This should be avoided at all costs as anything that gets too close to it is immediately sucked into the vacuum. A game given this description is totally void of any interesting features.

White Dwarf — This is a small dying star that is now far from it's best. Any similar games may lack lasting appeal.

Bright Star — Like your sun, games given this description will be bright and interesting and will support intelligent life.

Red Giant — Brighter than a bright star such a game will have an outstanding feature or game system.

Nova — If you see a game with a Nova rating you should immediately rush out and buy it. Novas are bright and spectacular and can influence neighbouring planets.

Supernova — This is the ultimate in stellar systems for this incredible explosion of a star can effect entire galaxies. If a supernova game runs on a computer that you don't have then buy the machine and then buy the game!

Nebula — Although at first nebulae look bright and interesting they are in fact constructed totally from hot gasses. Beware of any game carrying this symbol as you will probably find it disappointing.

Planet ratings

Planet ratings are marks out of five for specific areas of a game. These include Originality, graphics, use of machine and value for money.

Originality — How original is the game? Is it a completely new idea or is it the 83rd version of Pac-man.

Graphics — Do the Graphics amaze your friends or send them to sleep.

Use of machine — does the game push the machines hardware to the limits or was it written in three lines of Basic.

Value for money — Is it daylight robbery or a steal?

Number of players minimum/maximum

Joysticks required/optional.

Title:	Nodes of Yessod
Computer:	Amstrad
Supplier:	Odin
Price:	£9.95

Nodes of Yesssod is a game that came out some time ago for the Spectrum, and achieved some success as it carried on in the tradition set by some of the earlier Ulitmate games like Underwurlde. The delay in getting the Amstrad version of the game is well worth it as this version of the game doesn't have that 'hang on I'll just get my Spectrum emulator program running, nobody will notice the difference' kind of look about it.

As hinted earlier, Nodes of Yessod is one of those 'caverns' type of games where your character runs about, falling off ledges most of the time and occasionally being able to jump back up step by step, to where you first fell from.

Nodes of Yessod is set on the moon with you having to find a huge monolith buried underground (does this sound familiar to fans of Arthur C Clarke . . .). to get this you have to find some keys that lock the monolith up, and to find these you have to . . . etc. etc.

The graphics are rather good and have been specially redone for the Amstrad and have exceptionally good detail as the four colour mode has been used.

The sound is worthy of note as well as some highly apt music plays away in the background as you play.

On the whole I think that ardent fams of this type of game will be pleased at finding another classic being converted to the Amstrad format. **M.R.**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Bright Star

Title:	Equinox
Computer:	Amstrad/Spectrum
Supplier:	Mikro Gen
Price:	£7.95

There must be some limit to the number of 'problem solving' games that the world can take — even good ones like Equinox. In Equinox you become a little rocket assisted spherical robot, jetting around an underground compex defusing unstable nuclear reactors. To do this certain objects must be collected and used in a certain order. That, is basically the essence of the game.

In Equinox the graphics are up to the good standard that Amstrad owners are starting to come to expect, with good use of colour shading, flicker-free smooth animation of all the graphics. The controls of your little robot are simple and the response is good. Other than that there isn't a great deal that you can say about the game as the whole scheme of things revolves around the problem solving aspect of the game, and I can't really tell you about them all — but they are good.

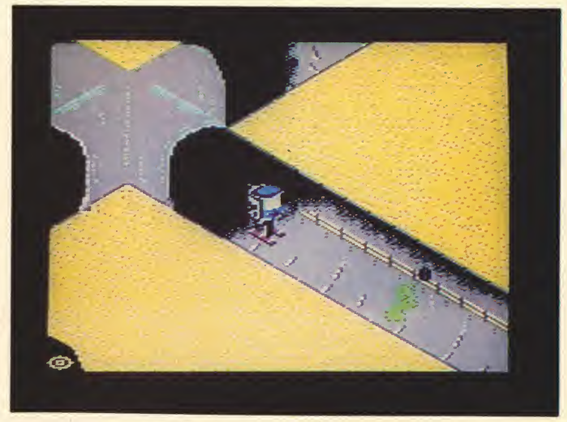
Again with a game of this type you can either take it or leave it — with this game though I'd probably take it! **M.R.**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Bright Star



Title:	Floyd the Droid
Computer:	C64
Supplier:	Ariolasoft (Radarsoft)
Price:	£9.95

Floyd the Droid is the first game from Dutch software house Radarsoft, to be imported into the UK by Ariolasoft. The aim of the game is to guide Floyd around the sewer systems of several major cities clearing them of blockages and vermin. Luckily Floyd is a Probot and is specifically designed for the job. His energy cells have (what should be) enough energy to get you around the sewer, his welding torch will soon fix any leaks and his laser should be enough to clear any blockage or kill anything that you might find down there.

Unfortunately it isn't quite as easy as it sems. The problem lies in the vermin that lurk in the sewers. The bats are fairly easy to despatch but you also have to deal with cunning rats and alligators as well as an armed escaped prisoner and malfunctioning probots that are now out to get you.

The screen display shows a 3D scrolling view of the sewer you are in as you trundle about your work. When you meet a blockage or a critter then the display changes to a 2D side on view where you must deal with the problem. If it's a blockage or a leak then Floyd will automatically deal with it. Bats are also quite simple as a quick blast with your laser will fry them nicely. Rats and Alligators are a little trickier since both have to be squashed by jumping on them. Mistime the jump and they may get away or worse still bite you costing you some of your valuable energy.

Should you manage to clear the sewer then it's on to the next one with a healthy score and an energy top up.

You can add dramatically to your score by playing the game in automatic mode where Floyd deals with any vermin he finds by following predefined procedures. These procedures can be defined and altered by you at anytime during the game and consist of twelve steps that can be constructed from moves forward, jumps, diagonal jumps, turns and firing of the laser. This may sound complicated but it isn't as with a little trial and error and frequent use of the test option where you see Floyd going through his paces you'll be able to sit back and let Floyd get on with it.

Down the sewer an automatic Floyd will follow the correct procedure. If he gets in right you'll get a bonus but if he gets it wrong then the critter will escape and you'll probably lose some energy in the process.

Floyd the Droid fetures superb graphics and animation particularly of Floyd himself as he rattles around the sewer.

An original game that's fun to play — what more could you want?

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Red Giant

Title:	**Meltdown**
Computer:	**Amstrad 6128 only**
Supplier:	**Alligata**
Price:	**£11.95**

This is the much vaunted 'mega-game' from Alligata and is the first (as far as I know) to be written especially for the 6128 using all that extra memory and disc access.

To tell the truth, I can't see that it has made much difference, but I shall come to that later. The game is the room-to-room exploration/kill aliens types of game with the added interest of having to use certain computer terminals to play 'sub' games and find passwords to get through the various levels.

The plot of the game is that 'Star-Wars SDI reactor on the moon is approaching meltdown, and it is your job to stop it. You also have the added difficulty of the defence droids out to stop you.

What disappointed me the most is that the graphics of the game are very jerky and slow and that only one attacking android is active at any one time, so even if you walk into a room full of them, they will come at you singly. And you can only shoot at them when they are moving.

The graphics are very colourful as they use the Amstrad's 16 colour mode, but whereas some games can use anti-aliasing to get around this and make the edges look less drastic. This is not done in Meltdown, so it makes all the graphics look a bit too chunky.

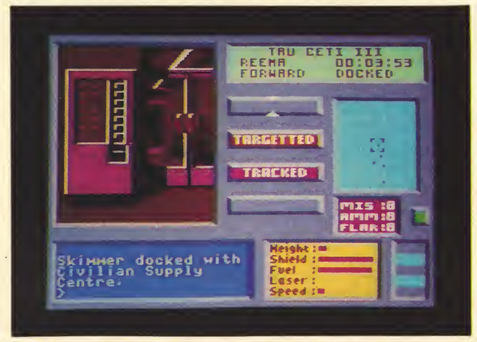
The sub-games are hard without being testing, better gameplay in these would have been much appreciated. As they stand they are fairly boring.

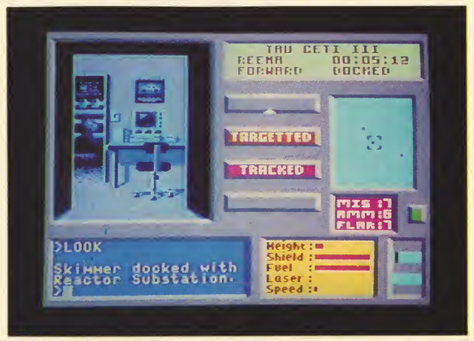
The software spech is very good and the inflection is made to make it sound like a Dalek, which fits in nicely with the game Unfortunately this is the only good part of the game. As the levels get more difficult the game improves slightly, but nothing enough to merit further comment. Though I haven't seen the last stage where you have to re-program the computer using a new built in language. This section has a lot of promise, but going by the rest of the game, I am not going to hold my breath going for it.

The game's idea had a lot of potential but, alas, this unfortunately has not been realised. Perhaps next time. . .

PLANET RATINGS

Originality	
Graphics	
Use of machine	
Value for money	
STAR RATING	
White Dwarf	





Title:	**Tau Ceti**
Computer:	**C64**
Supplier:	**CRL**
Price:	**£9.95**

This is the third version of the excellent Spectrum science fiction, arcade strategy game that was first reviewed in the December issue of Gamer. We then followed it up with a players guide and reviews of both the Amstrad and Amstrad disc versions (this was a Special Edition with added features) now, at last, here is the C64 version.

When CRL convert a game they also adapt to include any additional features that the host machine will allow. C64 Tau Ceti is no exception.

I remember reviewing the original Spectrum game and so I immediately noticed the differences.

The game is still set in the year 2055 on the planet Tau Ceti III. You mission is to pilot your one man Galcorp Skimmer between the planet's 30 cities, find and retrieve the peices of the reactor rods spread throughout the cities substations, then return to the central reactor in the capital Centralis and power down the reactor. This will close down the planetary defences that are now trying to destroy you and allow the recolonisation of the planet.

The screen display has been redesigned so that it's easier to navigate between the buildings in either daylight, by flares or by infra red vision when it's dark.

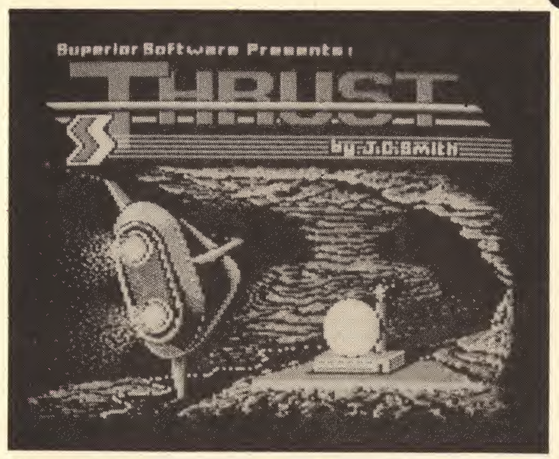
Now there are also warning lights to tell you when you are being tracked or attacked by the planets defences but the real differences appear when you dock with a building as the programmers have used the extra memory to add graphic interiors for the buildings as well as an incredibly useful addition to the map function. In the original game typing MAP produced a route map showing the jump pad connections between the cities. Now you can find out more information on any city simply be entering it's name including an estimation of the strength of it's defences and the positions of the jump pads.

Docking with the right building at the right time is essential if you are to win the game as you find the reactor rods in the substations, repairs in the supply centres and more missiles in the military supply centres.

This is an excellent conversion of a superb game using the C64 capabilities to improve the original game. I wonder if CRL are planning an Amiga version? **T.H.**

PLANET RATINGS

Originality	
Graphics	
Use of machine	
Value for money	
STAR RATING	
Super Nova	



Title:	**Thrust**
Computer:	**BBC**
Supplier:	**Superior Software**
Price:	**£7.95**

This is the full priced BBC version of the budget Commodore game that shot to number one in the charts a few months ago. The reason for pricing it as a full priced game is simple — the game is easily good enough. In fact, if the game hadn't appeared at £2 previously, BBC owners would have thought this game is excellent value, rather than feeling hard done by.

The game itself is a large variation on the original Lunar Lander theme that was a game on mainframes long before Pong was ever thought of by Nolan Bushnel.

In Thrust however there is somewhat more to it than that. Controls are rotate left and right, shields/pick up/tractor beam, and thrust. The aim of each screen is to pick up a pod with your tractor beam and fly off the planet's surface with it. However ther are limpet gun emplacements that shoot at you, fule to collect, and a reactor to shoot at for bonus points.

Each level provides a new challenge with a different cavern and arrangement of obstacles. Some are very difficult to navigate as the pod has inertia and can be very awkward to handle.

Superior Software have come up with a winner here, the finished-appearance of the game make me wonder whether it was written for the BBC first and converted later. There is a competition for the first people to reach the end of 24 and 72 screens respectively (the top prize is £200!).

Superior are soon to be moving into other formats — lets hope they don't forsake the good old Beeb. **M.R.**

PLANET RATINGS

Originality	
Graphics	
Use of machine	
Value for money	
STAR RATING	
Nova	

Title:	**Raid Over Moscow**
Computer:	**BBC**
Supplier:	**US Gold**
Price:	**£9.95**

Once again US Gold come up with the goods for the poor underpriveleged BBC owner. Raid Over Moscow is a conversion of the controversial 'lets bash the Ruskies' game that had lots of people that were nothing to do with computer games whining about it. Because of this the name was changed so simply 'Raid'. Now the fuss had died down it has reverted to its original (and much more apt) name.

The basic plot is that Russian missiles get launched at American cities. You are in an orbiting SDI satellite and have a number of attack craft at your disposal. In the first stage you must pilot your craft through the door to the satellite and down to the surface of the planet. Then there is a Zaxxonesque section where you fly towards the Russian missile base.

At this point you have to destroy five installations shooting missiles at you. After a number of these installations get zapped you are transported to the Kremlin where you must generally shoot it up with your mortar.

Then you go onto the section where you must shoot up the guard robots with your frisbees (well they look like frisbees to me!). Then the game is won and the Commie hordes are repelled.

The game loses little of its presence of the BBC and is certainly better than the conversion onto some other machines that I have seen this on. The game is good, though showing its age slightly as the game came out on the Commodore some years ago. **M.R.**

PLANET RATINGS

Originality	
Graphics	
Use of machine	
Value for money	
STAR RATING	
Bright Star	

REVIEWS

Title:	**Tantalus**
Computer:	**Spectrum**
Supplier:	**Quicksilva**
Price:	**£8.95**

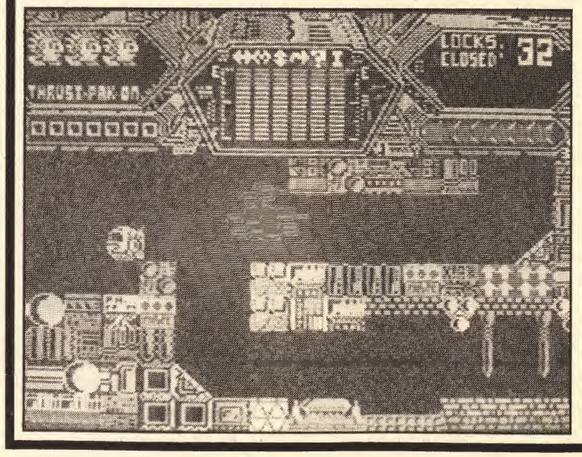
After a fifteen year battle, the Jaglan Group has been wiped out apart from one small pocket of resistance on the planet Tantalus where a mighty system of caves and defence systems has been put together. As battles are now fought by mutants rather than humans, it is decided to send a team of four spike punkoids under your command to Tantalus in order to seek out and kill the devaint. In order to achieve your goal, you must first find and open thirty two deadly doors by shooting the lock activators.

Tantalus is a huge game with over 1,000 brightly coloured and highly detailed screens. The main feature of the game is that you have six different weapons systems at your disposal ranging from bouncing bombs to penetrator fire. You can even make yourself invisible for a while. These systems all recharge at different rates. Naturally, with all these weapons at your disposal, you might expect a fair bit of enemy resistance and you would not be wrong, there are forty eight assorted types of aliens to be blasted. There are many other hazards to be avoided as well, such as pits full of acid, lasers, spikes, force fields and huge mechanical pincers. You start the game by whizzing round with your jetpacks on but these are removed when you walk through an airlock.

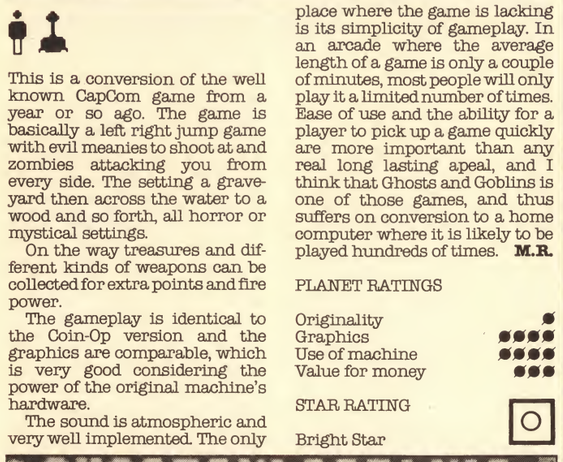
Tantalus falls fairly and squarely into the mainstream of arcade adventures, there is nothing particularly original about it but if you enjoy this type of game, Tantalus is bigger and brighter than most. Personally, I've seen it all before and I don't think that there is much here to make it stand out when I am compiling a list of my top 100 arcade adventures. **G.H.**

PLANET RATINGS

Originality	
Graphics	
Use of machine	
Value for money	
STAR RATING	
Bright Star	



Title:	**Ghosts and Goblins**
Computer:	**C64/Spectrum/Amstrad**
Supplier:	**Elite**
Price:	**£7.95**



This is a conversion of the well known CapCom game from a year or so ago. The game is basically a left right jump game with evil meanies to shoot at and zombies attacking you from every side. The setting a graveyard then across the water to a wood and so forth, all horror or mystical settings.

On the way treasures and different kinds of weapons can be collected for extra points and fire power.

The gameplay is identical to the Coin-Op version and the graphics are comparable, which is very good considering the power of the original machine's hardware.

The sound is atmospheric and very well implemented. The only place where the game is lacking is its simplicity of gameplay. In an arcade where the average length of a game is only a couple of minutes, most people will only play it a limited number of times. Ease of use and the ability for a player to pick up a game quickly are more important than any real long lasting apeal, and I think that Ghosts and Goblins is one of those games, and thus suffers on conversion to a home computer where it is likely to be played hundreds of times. **M.R.**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Bright Star

Title:	**Jack the Nipper**
Computer:	**Spectrum/Amstrad/MSX**
Supplier:	**Gremlin Graphics**
Price:	**£8.95**

Jack is bored with all the wimps in his town so he sets off to cause as much havoc as possible.

As Jack you must try and be as naughty as possible, whenever and wherever you can. Your efforts are rewarded by an increase in the naughtyometer gauge displayed on the bottom of the screen which also determines your final rating in the game which begins at goody goody and can only get better.

You begin the game in your bedroom but you aren't going to stay there long. So armed with your trusty pea shooter you head for the shops.

Here you bring a trail of disaster — plates are smashed, false teeth are glued together and all the computers are blown up in the micro shop. To cause such havoc you will have to collect objects such as a pot of glue or a battery and then use them in the right place while avoiding the grown up's If they catch you too often then one of your six lives will soon have a sore behind, Lose all six and you're grounded until next time.

The game is very similar in appearance and play to Gremlin's great store detective game Grumphey Supersleuth and is just as original and enjoyable to play.

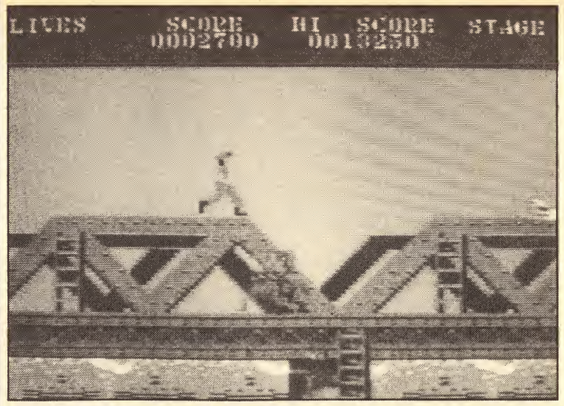
A great game in which you can be as naughty as you always wanted to be but it certainly isn't childsplay.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Red Giant



Title:	**Green Beret**
Computer:	**C64**
Supplier:	**Imagine/Konami**
Price:	**£9.95**

I first saw Green Beret in its original arcade version and marvelled at the graphics. Then I saw it on the Spectrum and thought it to be a good conversion. Unfortunately, the C64 version does not come up to my expectations. Having said that, the gameplay is as good as I would hope for, the plot being similar to Rambo.

As a Green Beret you have been set the task of rescuing captives from an enemy Strategic Defence Installation. The prisoners are heavily guarded and initially you are only armed with a knife.

The soldier starts off at the Bridge wher he must climb up and down avoiding the bullets and bayonet attacks of the enemy. The graphics display the scrolling locations in an attractive 2D way but I feel that the animation of the characters could be better executed.

If the Green Beret successfully stabs a commandant he is rewarded with a flame thrower, rocket launcher or grendae. Each can only be fired a limited number of times and is best kept until the end of a stage when the enmy launch an all out attack on him.

Thee are four scenarios to work through. Apart from the Bridge there is the Missile Base, the Harbour and finally the Prison Camp. Each location involves a different strategy and occasionally your weapon must be used to destroy barriers so always try to hold fire as much as possible.

Firing a weapon necessitates the use of the keyboard spacebar. I found this to be a nuisance. Surely it should have been possible to combine pressing the fire button with a joystick movement to give the same effect.

Although the game action lacks great variation, the action is fast and furious which easily makes up for this. You have three lives but these can disappear very quickly. Each time you are killed any weapons you are carrying are taken away from you.

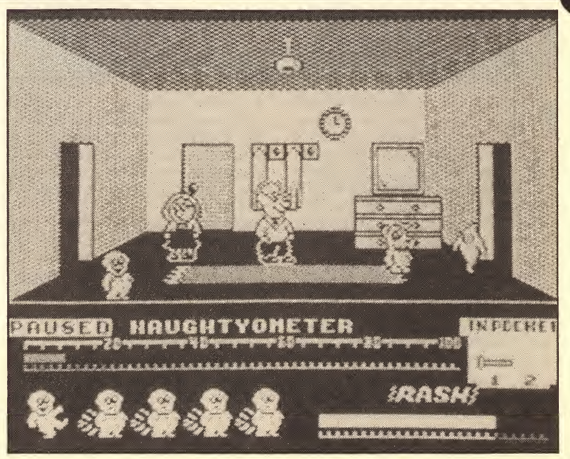
I enjoyed playing this very much. In many ways it compares favourably with the Konami arcade original. **J.G.**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Bright Star



REVIEWS

Title:	**Mother of Charlotte**
Computer:	**Spectrum**
Supplier:	**System 3 Software**
Price:	**£7.95**

At long last, we see the release of a game that seemed to be bedevilled by problems. First there was System 3 getting themselves banned from the PCW Show for using erotic dancers on their stand and then there was the sudden change of title when it was pointed out to them exactly what a harlot (the word used in the original title) actually meant.

Twister is the worst form of demonic apparition, found deep in the blackest parts of Hades itself, in order to overcome the fear and evil power of Twister, someone must gather up various mystical symbols before seeking the ultimate confrontation. Twister of course knows that you are coming and sends vast numbers of evil demonic spawn to attempt to thwart you.

The first part of the game sees you leaping from platform to platform as they move towards you, shooting demons and collecting card symbols — hearts, clubs, diamonds and spades. You only have a limited number of bullets although there are extra supplies to be collected. You should also avoid contact with the demons as this reduces your power, shown on a bar in the bottom right hand corner. The next dimension is set in a tunnel with hordes of dogs and giants after your blood, be careful for you can suddenly invert and find yourself on the ceiling. Completing each dimension gives you another part of the psychic bolt. When the final confrontation comes, you have only one shot with which to destroy Charlotte.

The game is controlled with a simple left, right, jump and fire with objects being collected automatically on contact with them. Most of the graphical effort has been put into the demons and these are quite well done but on the whole, the game is nothing more than average. **G.H.**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Bright Star

Title:	**Hercules**
Computer:	**C64**
Supplier:	**Alpha Omega**
Price:	**£1.99**

Hercules is the pick of the recent releases from Alpha Omega (the budget software arm of CRL).

The game is an infuriating platform game based on the twelve labours of Hercules.

You play the great man himself battling with the labours that have been translated into screens.

This is no ordinary platform game. Think that and you're in for a few nasty shocks. The first one is that you can't hang around to plan your next leap with precision accuracy as the platform you're standing on is likely to burst into flames! Solve that one and then you have to deal with platforms that disappear when you stand on them, ones you can't see but suddenly break your fall, ropes that shorten just as you try and grab them as well as killer birds, ugly critters and fireballs!

The object of the game is quite simple and that it to reach a door which leads you onto the next screen in that particular labour. Finish that and you're on to the next and so on until you complete the labour. Then there are only another 11 labours to go.

The labours appear randomly which means that you can fail at all of them at the same time rather than getting stuck on just one.

The scoring is a little harsh as you don't get a single point until you complete a screen but since some screens are easier than others you'll go back for more and more.

My favourite screen is one with only one small platform, a short rope and a lot of empty space. Stand around too long and you get fried. The only thing you can do is take a leap into oblivion and hope something soft breaks your fall.

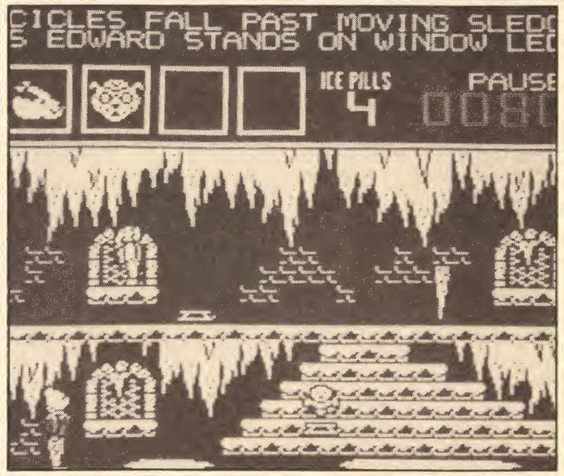
Hercules was originally released as a full riced game by Interdisc but it was one that got away as it's sales didn't do justice to the quality and sheer addictiveness of the game. Let's hope it does a ot better with it's relaunch at a price that makes it exceptional value for money. **T.H.**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Nova



Title:	**Rupert and the Ice Palace**
Computer:	**C64**
Supplier:	**Bug-Byte**
Price:	**£2.95**

Jenny Frost is just as mischievious as her better known brother Jack. Whilst Rupert Bear's friends, Algy, Bingo, Edward Trunk and Badger Bill were visiting Jack in the Ice Castle, she froze them solid. The only way for Rupert to rescue his friends is to give them an ice pill which will thaw them out and allow them to return to their homes in Nutwood. Before he can reach them though, he must negotiate the assorted traps that Jenny has left for him.

The game is a simple platform variant. Rupert starts at the bottom of the screen and must leap from ledge to ledge as he tries to reach his friend at the top. He must avoid falling icicles, assorted toys and snowmen throwing snowballs. Any collision and Rupert loses one of his Initial supply of ice pills. When he loses them all, he too is frozen and the game is over. One nice feature is the patches of ice. When Rupert steps onto one of these, he slides all the way along it where there is inevitably a toy waiting for him. As the game progresses, there are items of clothing for Rupert to find as he searches for his friends. Control of the game is a simple left, right, jump and duck.

The most attractive feature of this game is its graphics. Rupert is large and instantly recognisable as well as being nicely animated. This is a simple little game, good value for its budget price and one that should appeal to younger players.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Bright Star

Title:	**Subterranean Nightmare**
Computer:	**Spectrum**
Supplier:	**Americana**
Price:	**£2.99**

It is 1991. five years ago there was a nuclear test int he Nevada desert that seemed to go without a hitch. Now you, as Professor Fusion, must investigate the exact site of the test and the strange seismic readings detected in the region.

Just as you're thinking that the readings on your gieger counter are high you fall down, down, down into a cavern deep below the desert. There you find an under world full of mutants who have missiles ready to fire on the world as revenge for what we did to them five years ago. You must warn the world, but first you must escape from this subterranean nightmare.

The game itself is a platform game of the style pioneered by Manic Miner but with a few important additions.

The underworld is constructed from rooms and caverns each connected by a series of steps, runways and platforms and populated by an ugly looking collection of nasties. However, although all mutants should be approached with caution they don't all kill you. Indeed if you jump on the backs of some they may even carry you to a safer part of the screen then again they might not and cost you one of your precious lives.

The object of the game is obviously to get out of the cavern but you'll do a lot better if you also collect the crystals that lie around. Taking them has a dramatic effect as walls disappear leading you to more deadly rooms.

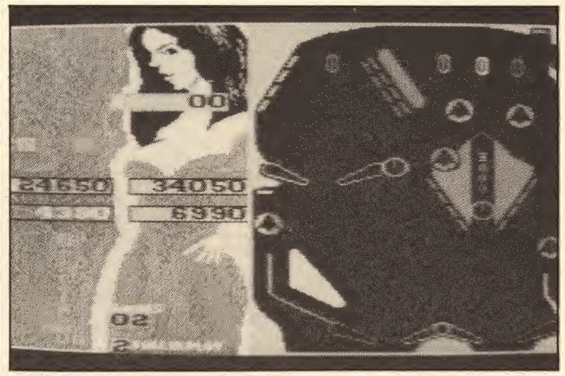
Subterranean Nightmare is undoubtedly dated but still worth every penny of it's budget price tag. **T.H.**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Bright Star



Title:	**Macadam Bumper**
Computer:	**MSX**
Supplier:	**PSS**
Price:	**£8.95**

Rollovers, bumpers and flippers are the concern of that dedicated band of people who spend their lives at the pinball table. Not any more. With Macadam Bumper the table comes to you.

Not only do you have a table to play on but you can design your own and save it for later use. The package is simple to use and gives a good rendition of the real thing, is somewhat ghostly.

The supplied table has two sets of flippers set high and low on the board. The keys can be redefined so that flippers are at either side of your computer (as they would be on a real table). Two other keys can be selected to nudge the table. If the ball gets wedged you can free it with a keypress.

By far the most interesting part of this game is the desinger section. There are two basic modes, modify and redesign.

In modify mode an existing table can be altered in any way to make the game more playable. Extra points can be awarded for hitting targets, targets can be added or removed, the slope and tilt sensitivity of the table can be altered, in fact you have almost total control over all of the elements which the real game exhibits.

Redesigning the table clears the screen and working from the black background the World in your oyster. Any shape can be created within the frame using special marker and fill controls. then the hazards can be added and before long you have a table to play, tailor-made to your own requirements. After a little bit of fine tuning the game is saved onto tape and added to the collection.

I must confess that I've seen better pinball games for the MSX but not with a construction set built in. **J.G.**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Bright Star

Title:	**Phantom Combat**
Computer:	**BBCs**
Supplier:	**Doctorsoft**
Price:	**£9.95 (cass) £11.95 (disk)**

Two player games with two computers have the potential to be the most exciting and interesting games ever produced. Unfortunately, the attempts up to now have been a bit disappointing. Again unfortunately, Double Phantom falls into this category.

The game itself is an accurate simulation of an F4 Phantom. Which is rather unfortunate as this makes it mind boggingly boring to play, and why ACE — which isn't particularly acurate is so exciting to play'.

The game is in four colour line graphics with no scenery or much in the say of surface detail. Analog joysticks are the only sort supported, which is a bit awkward as you spend all your time trying to remain in level flight rather than concentrating on the game.

As well as two training modes there is a formation flying section and a combat mode. For Phantom Combat you play against the computer, but in double Phantom your BBC is linked to that of an associate and he is your enemy. This section of the game could have a lot of potential, but unfortunately the game doesn't stand up to it.

This game suffers immeasurably from the malady that affects most flight simulators — the persuance of realism detracts from the game. To be accurate and playable you need a really big computer — and a BBC or even two BBCs can't do it.

Even though fans of the boring type of flight simulators (and there are one or two) will revel in this game, whilst the rest of use will wait for Cascade to do something like this. **M.R.**

PLANET RATINGS
Double Phantom

Originality
Graphics

Title:	**Double Phantom**
Computer:	**2xBBCs**
Supplier:	**Doctorsoft**
Price:	**£19.95 (disk)**

Use of machine
Value for money

PLANET RATINGS
Phantom Combat

Originality
Graphics
Use of machine
Value for money

STAR RATING
Double Phantom

Bright Star

STAR RATING
Phantom Combat

White Dwarf

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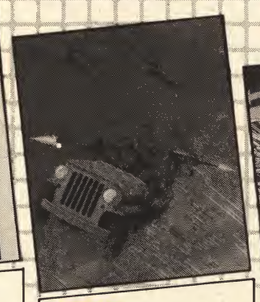
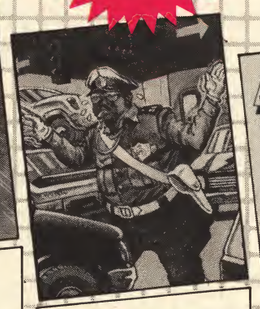
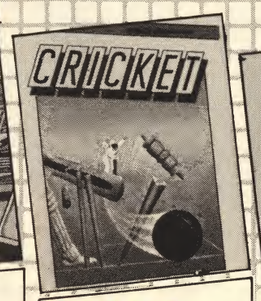


JEEP COMMAND
Escape through unchartered enemy territory under ferocious fire. Drive that jeep, Fire those guns, Jump the ramps. It's fast, furious and addictive. C64, C16.



SBUGETTI JUNCTION
Trainee-traffic cop Louigi is on the loose. He still thinks he's sur le contignon. It's megapile-up time unless you take control. Spectrum.



CRICKET
Set the field, the pace, one player or two, and then thunder down the wicket to try and beat the 'Merry Hackers.' Fully animated action. BBC/Electron.

OLLO
'First Mission' and 'The Final Assault on Ollo.' Ace action, stunning graphics and sonics straight from the arcades. C64.

Argus Press Software Group, Victoria House, Leicester Place, London WC2H 7NB. 01-439 0666.
For mail-order and 'Byte-me' T-shirts (small, med, large: £3).

BBC ELECRON

The MOONSTONE of Arkra

by Steve W. Lucas

```
   10 REM ** THE MOONSTONE OF ARKRA **
   20 REM ** AN ADVENTURE FOR ELECTRON &
 BBC COMPUTERS **
   30 REM ** BY S.W. LUCAS **
   40 MODE6:VDU19,0,4,0,0,0:PRINTTAB(8,2
)"The Moonstone of Arkra"''SPC13;"by S.W
. Lucas":YA$="I can't go that way!":Y$="
O.K.":YB$="Don't be ridiculous"
   50 PRINT''"For many years the tiny ki
ngdom of Arkrahas been without its famou
s moonstone."''"Your task is to recover t
he moonstone   and the other treasures s
tolen by the   Balrog."
   60 SA=0:SB=0:SC=0:SD=0:SE=0:SF=0:SG=0
:SH=0:SI=0:SJ=0:SK=0:SL=0:SM=0:SN=0:SP=0
:SQ=0:SR=0:SS=0:ST=0:SU=0:SV=0:SW=0:SX=0
:SY=0:SZ=0
   70 DIMS%(80,3),G$(35),B%(35),N$(30),N
%(30),V$(4),A(30):RESTORE100:FORX=1TO80:
FORY=0TO3:READS%(X,Y):NEXT:NEXT:Q$=STRIN
G$(150,"")
   80 PRINT'''SPC4"Press the <Space Bar>
 to start":*FX15,0
   90 REPEAT:UNTIL GET=32
  100 DATA0,0,2,0,0,0,3,1,0,6,0,2,0,9,5,
0,0,0,6,4,3,11,7,5,0,0,0,6,0,0,9,0,4,0,1
0,8,0,0,0,9,6,0,0,0,0,0,0,0,0,0,14,0,0,0
,15,13,0,0,16,14,0,0,0,15,16,0,18,19,0,0
,0,17
  110 DATA0,20,17,0,19,28,21,0,0,0,0,20,
0,23,0,0,22,0,0,0,0,27,20,0,26,0,0,0,0,2
5,0,0,24,0,0,29,20,0,0,0,0,0,27,0,0,34,3
1,0,27,0,32,30,0,36,33,31,0,0,0,32
  120 DATA30,0,0,0,0,41,36,0,32,0,0,35,0
,0,38,0,0,0,0,37,0,0,40,0,0,0,41,39,35,0
,42,40,0,0,0,41,0,0,44,0,0,0,45,43,0,0,4
6,44,42,0,0,45,0,52,48,0,44,0,0,47
  130 DATA0,0,50,0,0,55,51,49,0,56,0,50,
47,0,53,0,0,0,54,52,0,58,0,53,50,0,0,0,5
1,0,0,0,0,0,58,0,54,0,59,57,0,0,0,58,0,6
6,61,0,59,0,62,60,0,0,0,61,0,0,0,0,0,67,
65,0,0,0,66,64,60,0,0,65,64,72,0,0,0,0,6
9,0,0,0,0,68,0,0,0,0
  140 DATA0,0,0,0,67,0,73,0,73,76,74,72,
74,77,74,73,0,78,79,0,73,76,77,76,74,77,
78,76,75,0,0,77,0,0,0,75,0,0,0,0
  150 DATAstanding in a narrow gully at
```

An adventure game for Electron and BBC computers

This game occupies most of the memory of the Acorn Electron. Make sure the PAGE has been set to &E00 before loading the game. If you are using a disc based BBC micro, you can either download the game or use MODE 7 instead of MODE 6.

For many years the villages of Arkra have mourned the loss of their most prizes possession, the Moonstone of Arkra, which, along with nine other treasures, was stolen by the evil Balrog. Your task is to find and recover the treasures. You should give the computer instrcutions in the form of one or two world sentences such as GET ROPE, EAT FOOD or THROW BOOK. If the computer doesn't understand your instructions, you should try rephrasing the command.

NOTE: commands MUST be given in CAPITAL letters!

the bottomof a sheer rock face.,walking along a narrow footpath between two high mountains.,at the top of a small grassy hill. A narrow track leads west.

```
  160 DATAwalking through a neat garden.
,in a beautiful garden full of shrubs an
dflowers.,by a garden gate. The path to
the north leads into open countryside.,o
utside a small hut. A sign on the door r
eads 'LEAVE TREASURES INSIDE'.
  170 DATAon the edge of marshland. A no
tice reads'Do not go West!'.,by a large
wooden gate.,on the shores of a small la
ke. There is an island in the middle.,by
 the potting shed. Several small bean pl
ants are growing here.
  180 DATAinside a small wooden hut. A f
ire burns in a grate in the centre.,outs
ide a dark and gloomy castle. I can see
no way in.,on a woodland footpath.
  190 DATAon a landing stage. A few boat
s are moored here.,at the entrance t
o a disused graveyard. A rusty chain is
padlocked around the gates.,standing a
t the side of a freshly dug grave.
  200 DATAon a lawn with a tall hedge on
 three sides.,in a small quadrangle f
```

```
ull of tombstones.,by a large metal gate

  210 DATAoutside a small chapel. The do
or is shutat the moment. A small lever p
rotrudes  from the wall.,inside an ornat
e chapel. The door has  closed behind m
e!.,standing next to the altar.
  220 DATAoutside the graveyard. A path
leads  south and down from here.,in t
he living room. The woodcutter is  asle
ep in the chair.,in the kitchen. The sin
k is full of  dirty pots.
  230 DATAoutside a dark cavern. An enor
mous rock engraved with strange runes bl
ocks the  way into the cavern.,in a narr
ow courtyard full of old bones.,outside
the woodcutter's cottage.,in a narrow pa
ssage lit by an eerie glow
  240 DATAstanding in the entrance to th
e Caverns of Tral.,in a wide east/west p
assage. A smaller  passage leads south a
nd down from here.,in an enormous cavern
 filled with  grotesque faces.
  250 DATAstanding in the central cavern
 A large green crystal hangs from above
sending  rays of light dancing down the
passages.,on a narrow rope bridge acros
s a deep  chasm.
  260 DATAin a small cavern. There is a
tunnel  high above my head leading eas
t. A metalring hangs from the roof near
to the  tunnel.,in a gloomy cavern. A
rope hangs down  into a cave below.
  270 DATAin the room of many mirrors.,a
t the end of a passage leading into the
mountain.,in a narrow east/west passage
lit by  daylight.,in a narrow east wes
t passage. A rope  bridge lies to the n
orth.
  280 DATAat the side of the bottomless
pit. A  drawbridge lies on the far sid
e.,in the dwarf's cavern. It's full of
 small furniture.,at the end of a narr
ow passage.
  290 DATAin an east/west passage lit by
 torches  on the walls above my head.,on
 an old wooden drawbridge.,in the crater
 of a long extinct volcano.,in a small p
assage.
  300 DATAin the branches of a giant bea
nstalk. A wide passage leads east from h
ere.,at the entrance to a gloomy passage
.,in the hall of the evil Balrog.,on a s
teep footpath across a rocky  terrai
n.
  310 DATAat the top of the crater. A pa
th leads  east and down the mountainside
.,on a path winding down the mountainsid
e.There is a cave opening in the cliff
  face high above my head. The ground he
reis very fertile.
```



```
  320 DATAin  the evil Balrog's nest. Th
ree giant Balrog eggs lie here.,In the B
alrog's Lair. The stench from  the sout
hern tunnel is too great.,standing at th
e foot of the Tower of  Darkness. The
entrance is blocked by a  force field.
  330 DATAon a bracken covered hillside.
,by the West Gate of Jariz. Two evil
 hobgoblins stand guard.,in a field of r
ipening corn.,on a large strip of concre
te at the footof the west gate.
  340 DATAin an amphitheatre. A giant fl
exes his  muscles in the far corner.,ins
ide the bronze statue. A lizard with two
 heads peers down on me.,on the banks of
 a wide and fast flowing river. An enorm
ous bronze statue stands here.
  350 DATAon the banks of the river. It
looks safeenough to cross here.,in a fie
ld of grazing cows.,in a farmyard. A dog
 lies asleep in the shade of the old bar
n.,on the banks of a shallow river. A si
gn reads 'Danger Quicksand'
  360 DATAoutside the old barn.,inside t
he old barn. A rickety ladder  leads up
 into the hayloft.,in the hayloft. A cat
 lies asleep in the hay.
  370 DATAoutside the farmhouse. It is l
ocked and I can see no way in. To the we
st lies  the forest.,in a dark and gloo
my forest,in a dark and gloomy forest.,a
t the end of a narrow valley.
  380 DATAin a dark and gloomy forest.,i
n a dark and gloomy forest.,in a small c
learing. The path to the  north leads
into open countryside.,at the far end of
 the valley. A metal  grate is set into
 the ground.
  390 DATAin a small hole under the grou
nd.,a tiny little beanstalk,11,BEANSTALK
,an oilcan,12,OILCAN,a small key,1,KEY,a
 vacuum cleaner,26,VACUUM,a silver vase,
25,VASE,a pair of rubber gloves,26,GLOVE
S
  400 DATAa magic wand,23,WAND,a bottle
of gin,25,GIN,a book of magic spells,28,
BOOK,a gleaming sword,9,SWORD,"",24,"",a
 pile of leaves,24,LEAVES,a menacing vam
pire,33,VAMPIRE,a golden crucifix,22,CRU
CIFIX
  410 DATAa giant slug,35,SLUG,a jar of
salt,38,SALT,a **GOLD NUGGET**,56,GOLD,A
 **BAR OF SILVER**,71,SILVER,the **MOONS
TONE OF ARKRA**,80,MOONSTONE,a **LARGE D
IAMOND**,63,DIAMOND,a giant,62,GIANT
  420 DATAa flame thrower,55,FLAMETHROWE
R,a crowbar,63,CROWBAR,a row of three bu
ttons,64,BUTTONS,a small dog,54,DOG,an a
ngry farmer,72,FARMER,"",72,"",a **PEARL
 NECKLACE**,43,PEARL,a **RUBY**,39,RUBY,
a **PLATINUM BAR**,57,PLATINUM
  430 RESTORE390:READQ$:FORX=1TO30:READG
$(X),B%(X),N$(X):N%(X)=X:NEXT:S%=0:P%=7:
CLS
  440 REPEAT:PROCgame:UNTIL S%>9
  450 CLS:PRINTTAB(9,6);"W e l l  D o n
 e"'''"You have found all the treasures
and  have solved this adventure"
  460  END
```



```
  470 DEFPROCscore:S%=0:IFB%(13)=12THENS
%=S%+1
  480 IFB%(15)=12THENS%=S%+1
  490 IFB%(17)=12THENS%=S%+1
  500 IFB%(18)=12THENS%=S%+1
  510 IFB%(19)=12THENS%=S%+1
  520 IFB%(20)=12THENS%=S%+1
  530 IFB%(21)=12THENS%=S%+1
  540 IFB%(28)=12THENS%=S%+1
  550 IFB%(29)=12THENS%=S%+1
  560 IFB%(30)=12THENS%=S%+1
  570 ENDPROC
  580 DEFPROCgame
  590 PROCscore
  600 RESTORE150:FORX=1TOP%:READQ$:NEXT:
PRINT'"I am :-"'Q$
  610 IFP%=20ANDSS=0THENPRINT"A howling
wolf blocks my way"ELSEIFP%=36ANDST=1THE
NPRINT"A rope hangs down from the hook."
  620 IFP%=44ANDSX=0THENPRINT"A ghost bl
ocks my way to the South."ELSEIFP%=69AND
SZ=0THENPRINT"An old tramp blocks my way
!"
  630 a$="":IFS%(P%,0)>0THENa$="North"
  640  IFS%(P%,1)>0ANDLEN(a$)>0THENa$=a$
+",South"ELSEIFS%(P%,1)>0THENa$="South"
  650  IFS%(P%,2)>0ANDLEN(a$)>0THENa$=a$
+",East"ELSEIFS%(P%,2)>0THENa$="East"
  660  IFS%(P%,3)>0ANDLEN(a$)>0THENa$=a$
+",West"ELSEIFS%(P%,3)>0THENa$="West"
  670 IFP%=7ORP%=21ORP%=29ORP%=64OR(P%=6
9ANDSH=1)THENa$=a$+",In"
  680 IFP%=12ORP%=63THENa$="Out"ELSEIFP%
=22ORP%=25THENa$=a$+",Out" ELSEIFP%=70TH
ENa$="Up,Out"ELSEIFP%=80THENa$="Up"
  690 IFP%=54ANDSL=1 THENa$=a$+",Up"ELSE
IFP%=37ORP%=49ORP%=79THENa$=a$+",Down"EL
SE IFP%=71THENa$="Down"
  700 IFLEN(a$)<1THENa$="Nowhere obvious
"
  710 PRINT'"I can go :-"'a$':E=0:FORT%=
1TO30:P=0:IFB%(T%)=P%THENP=1
  720 IFP=1THEN740
  730 NEXT:GOTO760
  740 IFE=0THENPRINT"I can see :-"
  750 PRINTG$(T%):E=1:GOTO730
  760 Z$="":PRINT'"What shall I do now "
;:INPUTZ$:B$=LEFT$(Z$,2):C$=LEFT$(Z$,3):
D$=LEFT$(Z$,3):VDU7:CLS:IFC$="OUT" ORD$=
"GO O"THENPROCout ELSEIFC$="PRA"THENPROC
pray
  770 IFC$="IN"ORD$="GO I"THENPROCin ELS
E IF(B$="N"ORD$="GO N")ANDS%(P%,0)>0THEN
P%=S%(P%,0) ELSEIF(B$="N"ORD$="GO N")THE
NPRINTYA$
  780 IF(B$="S"ORD$="GO S")ANDS%(P%,1)>0
THENP%=S%(P%,1) ELSEIF(B$="S"ORD$="GO S"
)THENPRINTYA$
  790 IF(B$="E"ORD$="GO E")ANDS%(P%,2)>0
THENP%=S%(P%,2) ELSEIF(B$="E"ORD$="GO E"
)THENPRINTYA$
  800 IF(B$="W"ORD$="GO W")ANDS%(P%,3)>0
THENP%=S%(P%,3) ELSEIF(B$="W"ORD$="GO W"
)THENPRINTYA$
  810 IFC$="SCO"THENPRINT"You have score
d ";S%;" out of 10" ELSEIFC$="GET"ORC$="
TAK"ORC$="GRA"THENPROCget
  820 IFC$="I"ORC$="INV"THENPROCinvent E
LSEIFC$="DRO"ORC$="LEA"ORC$="PUT"THENPRO
Cleave ELSEIFC$="WEA"THENPROCwear ELSEIF
C$="PUL" THENPROCpull
  830 IFC$="WAV"THENPROCwave ELSEIFC$="R
EA"THENPROCread ELSEIFC$="SAY" ORC$="TAL
"ORC$="REP"THENPROCtalk ELSEIFC$="PAD"TH
ENPROCpaddle
  840 IFC$="ATT"ORC$="KIL"ORC$="STA"THEN
PROCkill ELSEIFC$="SEA"THENPROCsearch EL
SEIFC$="THR"THENPROCthrow ELSEIFC$="CLI"
THENPROCclimb ELSEIFC$="PLA"THENPROCplan
t
  850 IFC$="UP"ORD$="GO U"THENPROCup ELS
E IFC$="DRI"THENPROCdrink ELSEIFC$="GIV"
THENPROCgive ELSEIFC$="USE"ORC$="PRI"THE
NPROCuse ELSEIFC$="SWI"THENPROCswim ELSE
IFC$="UNL"THENPROCunlo
  860 IFC$="OIL"THENPROCoil ELSEIFC$="FI
L"THENPROCfill ELSEIFC$="POU"THENPROCpou
r ELSEIFC$="DOW"THENPROCdow ELSEIFC$="PR
E"THENPROCpress ELSEIFC$="HEL"THENPRINT"
I haven't a clue!"
  870 ENDPROC
  880 DEFPROCout:IFP%=12THENPRINTY$:P%=7
:ENDPROC ELSEIF(P%=22ANDSA=0)THENPRINT"T
he door's locked!":ENDPROC ELSEIFP%=22TH
ENP%=21:PRINTY$:ENDPROC
  890 IFP%=25THENP%=29:PRINTY$:ENDPROC E
LSEIFP%=63THENP%=64:PRINTY$:ENDPROC ELSE
IFP%=70THENP%=69:PRINTY$:ENDPROC ELSEPRI
NT"Don't be absurd!":ENDPROC
  900 DEFPROCpray:PRINTY$:FORX=1TO2:FORY
=255TO1STEP-10:SOUND1,-15,Y,1:NEXT:NEXT:
IFP%<22ORP%>23THENPRINT"That made me fee
l better!":ENDPROC
  910 IFSA=0THENPRINT"The door opened!":
SA=1:ENDPROC
  920 PRINT"The door closed!":Q$(22)=Q$(
22)+"The door has  closed behind me!":
SA=0:ENDPROC
  930 DEFPROCin:IFP%=7THENP%=12:PRINTY$:
ENDPROC ELSEIFP%=21ANDSB=0THENPRINT"The
door's locked":ENDPROC
  940 IFP%=21THENP%=22:PRINTY$:ENDPROC E
LSEIFP%=29THENP%=25:PRINTY$:ENDPROC ELSE
IF(P%=64ANDSC=0)THENPRINT"The way in is
closed!":ENDPROC ELSEIFP%=64THENP%=63:PR
INTY$:ENDPROC
  950 IFP%=69ANDSH=1THENP%=70:PRINTY$:EN
DPROC ELSEIFP%=69THENPRINT"He won't let
me!":ENDPROC ELSEPRINT"Don't be silly!":
ENDPROC
  960 DEFPROCget:PROCcheck:IFL%<1THENEND
PROC
  970 E%=0:FORX=1TO30:IFB%(X)=P%ANDN%(R)
=X THENE%=1
  980 NEXT:IFE%=0THENENDPROC ELSEIF(R=13
ANDSI=0)OR(R=15ANDSJ=0)OR (R=21ANDSN=0)O
RR=26THENPRINTYB$:ENDPROC
  990 IFR=12THENPRINT"I can't carry them
```

```
all!":ENDPROC
 1000 E%=0:FORX=1TO4:IFV$(X)=""THENV$(X)
=G$(N%(R)):E%=1:X=6
 1010 NEXT:IFE%=0THENPRINT"I'm so sorry
 my hands are full!":ENDPROC
 1020 B%(N%(R))=0:A(R)=1:ENDPROC
 1030 DEFPROCcheck:L$="":XX=INSTR(Z$," "
):R=0:L%=0:L$=RIGHT$(Z$,(LEN(Z$)-XX))
 1040 IFLEN(L$)<2THENENDPROC
 1050 FORX=1TO30:IFLEFT$(N$(X),LEN(L$))=
L$THENL%=1:R=X
 1060 NEXT:ENDPROC
 1070 DEFPROCinvent
 1080 e=0:PRINT'"I am carrying :-":FORX=
1TO4:IFV$(X)<>""THENPRINTV$(X):e=1
 1090 NEXT:IFe=0 THENPRINT"Nothing at al
l!":ENDPROC
 1100 IFA(6)=2 THENPRINT"I'm wearing the
 gloves"
 1110 IFA(5)=2 THENPRINT"The vase is ful
l of pure water!"
 1120 ENDPROC
 1130 DEFPROCleave
 1140 PROCcheck:IFL%<1 THENPRINT"I don't
 have one!":ENDPROC
 1150 E%=0:FORX=1TO4:IFV$(X)=G$(N%(R)) T
HENV$(X)="":E%=1
 1160 NEXT:IFE%=0THENPRINT"I'm not carry
ing ";L$:ENDPROC
 1170 B%(N%(R))=P%:A(R)=0
 1180 IFR=25ANDP%=72THENPRINT"He smiles
 at me and says, 'I've searchedall day fo
r him. Here is a gift which  will be us
eful in your quest!":G$(27)="a sling":B%
(26)=0:B%(25)=0:N$(27)="SLING"
 1190 ENDPROC
 1200 DEFPROCwear:PROCcheck:IFR<>6THENPR
INT"Don't be silly!":ENDPROC
 1210 IFA(6)=0THENPRINT"I don't have the
m":ENDPROC ELSE IF A(6)=2THENPRINT"I'm a
lready wearing them.":ENDPROC
 1220 A(6)=2:PRINTY$:ENDPROC
 1230 DEFPROCpull:PROCcheck:IFP%<>21 OR
LEFT$(L$,3)<>"LEV" THENPRINTYB$:ENDPROC
 1240 IFA(6)<>2 THEN E$="A violent surge
 of electrical current  flows through m
y body! I am dead!":PROClose
 1250 PRINT"The door opens!":SB=1:ENDPRO
C
 1260 DEFPROClose:CLS:PRINTE$''''''"Pres
s the <Space Bar> for another game."
 1270 *FX15,0
 1280 REPEAT:UNTIL GET=32
 1290 RUN
 1300 DEFPROCwave:PROCcheck:IFR<>7THENPR
INTYB$:ENDPROC
 1310 IFA(7)=0THENPRINT"I don't have it!
":ENDPROC ELSEIFP%<>42 OR S%(42,1)>0 THE
N PRINT"Nothing happens!":ENDPROC
 1320 PRINT"The drawbridge comes down!":
S%(42,1)=46:ENDPROC
```



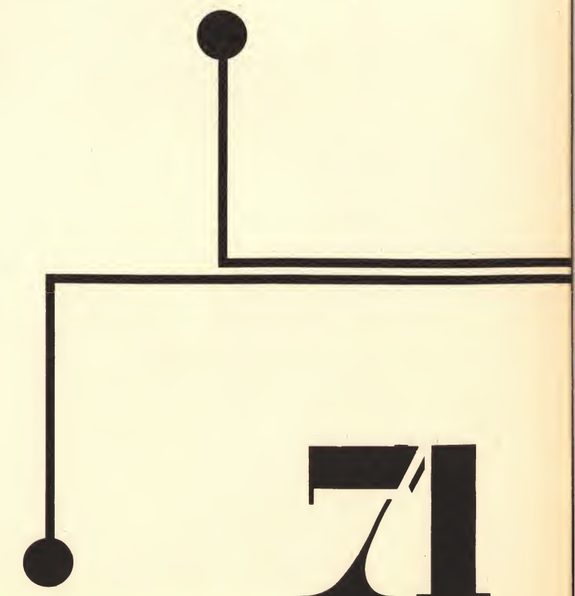
```
 1330 DEFPROCread:IFA(9)=0THENPRINT"I ha
ve nothing to read!":ENDPROC
 1340 PRINT"Most of the book is written
in a strangelanguage, but one sentence r
eads :-      'repeat the runes SDFDA'":A(
0)=1:ENDPROC
 1350 DEFPROCtalk:INPUT"What do you want
 to say ",Z$
 1360 IFP%<>27THENPRINTY$;" nothing happ
ens!":ENDPROC
 1370 IFZ$<>"SDFDA"THENPRINT"nothing hap
pens!":ENDPROC
 1380 IFA(0)=0THENPRINT"It didn't work!"
:ENDPROC
 1390 A(0)=0:S%(27,1)=31:PRINT"The caver
n opens":ENDPROC
 1400 DEFPROCpaddle:IFP%=65THENP%=68:PRI
NTY$:ENDPROC ELSEIFP%=68THENP%=65:PRINTY
$:ENDPROC
 1410 IFP%=10ORP%=64ORP%=15THENPRINT"The
 water's too deep!":ENDPROC ELSEPRINTYB$
:ENDPROC
 1420 DEFPROCkill:PROCcheck:IFR=13ORR=15
ORR=21ORR=25ORR=26THENPRINT"That would b
e suicide!":ENDPROC
 1430 IFLEFT$(L$,3)<>"WOL" ORP%<>20 THEN
PRINTYB$:ENDPROC
 1440 IFA(10)=0THENE$="The wolf attacks
me first!":PROClose
 1450 PRINT"The wolf dies!":S%(20,3)=24:
SS=1:ENDPROC
 1460 DEFPROCsearch:IFP%<>24THENPRINT"I
can't see anything special!":ENDPROC
 1470 IFSF=0THENSF=1:PRINT"I see somethi
ng!":G$(11)="a long rope with a hook att
ached":N$(11)="ROPE":ENDPROC ELSEPRINT"I
 see nothing!":ENDPROC
 1480 DEFPROCthrow:PROCcheck:IFR<>11THEN
PRINT"I see no point in that!":ENDPROC
 1490 IFA(11)=0THENPRINT"I don't have it
!":ENDPROC
 1500 IFP%<>36 THENPRINT"The hook doesn'
t catch onto anything.":ENDPROC
 1510 IFSG=0THENSG=1:PRINT"The rope catc
hes onto something!":ST=1
 1520 FORX=1TO4:IFV$(X)=G$(11)THENV$(X)=
""
 1530 NEXT:ENDPROC
 1540 DEFPROCclimb:PROCcheck:IFP%=54ANDS
L=1 THENPRINTY$:P%=49:ENDPROC
 1550 IFR<>11THENPRINT"I can only climb
a rope!":ENDPROC
 1560 IFP%<36ORP%>37THENPRINT"Not here!"
:ENDPROC ELSE IFSG<>1THENPRINT"I can't d
o that just yet!":ENDPROC
 1570 IFP%=36 THENP%=37:PRINTY$:ENDPROC
 1580 P%=36:PRINTY$:ENDPROC
 1590 DEFPROCup:IFP%=70THENP%=71:PRINTY$
:ENDPROC
 1600 IFP%=80THENP%=79:PRINTY$:ENDPROC E
LSEIF(P%=36ANDSG=0)THENPRINT"Not yet!":E
NDPROC
 1610 IFP%=36THENP%=37:PRINTY$:ENDPROC
 1620 IFP%=54ANDSL=1THENP%=49:PRINTY$:EN
DPROC
 1630 PRINT"I can't do that here!":ENDPR
OC
 1640 DEFPROCdrink:PROCcheck:IFR<>8THENP
RINT"Don't be silly!":ENDPROC
```



```
 1650 IFA(8)=0 THENPRINT"I don't have an
y!":ENDPROC
 1660 PRINT"I drink the gin and, in a dr
unken stupor,fall and break my neck!":PR
OClose
 1670 DEFPROCgive:PROCcheck:IFR<>8THENPR
INT"I'm not giving ";L$;" away!":ENDPROC
 1680 IFA(8)=0THENPRINT"I don't have any
!":ENDPROC
 1690 IFP%<>69THENPRINT"There's nobody h
ere who would like it!":ENDPROC
 1700 A(8)=0:FORX=1TO4:IFV$(X)=G$(8)THEN
V$(X)=""
 1710 NEXT:PRINT"The tramp thanks me and
 walks away!":SZ=1
 1720 SW=1:SH=1:ENDPROC
 1730 DEFPROCuse:PROCcheck:IFR=4ANDA(4)=
0THENPRINT"I don't have it!":ENDPROC
 1740 IFR=4ANDP%<>44THENPRINT"Nothing ha
ppens!":ENDPROC
 1750 IFR=4THENPRINT"The ghost disappear
sinto the bag!":S%(44,1)=48:SX=1:ENDPROC
 1760 IFR=14ANDA(14)=0THENPRINT"I don't
have it!":ENDPROC
 1770 IFR=14ANDP%<>33THENPRINT"There's n
ot much point!":ENDPROC
 1780 IFR=14THENPRINT"The vampire flees
for his life and       leaves something b
ehind.":SI=1:G$(13)="a **JADE RING**":N$
(13)="JADE":ENDPROC
 1790 IFR=16ANDA(16)=0THENPRINT"I don't
have it!":ENDPROC
 1800 IFR=16ANDP%<>35THENPRINT"There's n
ot much point!":ENDPROC
 1810 IFR=16THENPRINT"The slug shrivels
to nothing and leaves something on the g
round.":G$(15)="a **SILK PURSE**":N$(15)
="SILK":SJ=1:ENDPROC
 1820 IFR=22ANDA(22)=0THENPRINT"I don't
have it!":ENDPROC
 1830 IFR=22 AND (P%=35 ORP%=72 ORP%=62
ORP%=44 ORP%=33) THEN E$="It explodes an
d covers me in flames.":PROClose
 1840 IFR=22ANDP%<>59THENPRINT"There's n
ot much point!":ENDPROC
 1850 IFR=22THENPRINT"The flames drive t
hem away!":S%(59,2)=61:ENDPROC
 1860 IFR=23ANDA(23)=0THENPRINT"I don't
have it!":ENDPROC
 1870 IFR=23 AND P%<>79THENPRINT"There's
 not much point!":ENDPROC
 1880 IFR=23 AND SM=0 THENPRINT"The grat
e opens!":SM=1:ENDPROC
 1890 IFR=27ANDA(27)=0THENPRINT"I don't
have it!":ENDPROC
 1900 IFR=27 ANDP%<>62 THENPRINT"The sli
ng is of little use here!":ENDPROC
 1910 IFR=27AND SN=1 THENPRINT"I can't u
se it twice!":ENDPROC
 1920 IFR=27ANDSN=0THENSN=1:PRINT"That's
 done the trick! The giant fades  away a
nd leaves something behind.":G$(21)="an
**EMERALD**":N$(21)="EMERALD":ENDPROC
 1930 PRINT"I can't use ";L$;" here!":EN
DPROC
 1940 DEFPROCswim:IFP%=10THENP%=15:ENDPR
OC ELSEIFP%=15THENP%=10:ENDPROC ELSEIFP%
=65ORP%=68THENPRINT"The water's not deep
 enough":ENDPROC
```



```
 1950 IFP%=64ORP%=8THENE$="I drown!":PRO
Close ELSEPRINT"Don't be silly!":ENDPROC
 1960 DEFPROCunlo:IFA(3)=0THENPRINT"I ha
ve no key!":ENDPROC ELSEIFSK=0ANDP%=16TH
ENPRINT"The lock's too rusty!":ENDPROC
 1970 IFP%=16THENPRINTY$'"The chain come
s loose!":S%(16,1)=17:ENDPROC ELSEPRINT"
I see no keyhole!":ENDPROC
 1980 DEFPROCoil:IFP%<>16THENPRINT"I can
't":ENDPROC ELSEIFA(2)=0THENPRINT"No oil
!":ENDPROC ELSEPRINTY$:SK=1:ENDPROC
 1990 DEFPROCplant:IFA(1)=0THENPRINT"I c
an't!":ENDPROC ELSEIFP%<>54THENPRINT"The
 ground's too hard!":ENDPROC
 2000 FORX=1TO4:IFV$(X)=G$(1)THENV$(X)="
":PRINTY$
 2010 NEXT:G$(1)="A tiny little beanstal
k murmuring water.water.water":B%(1)=54:
N$(1)="":A(1)=2:ENDPROC
 2020 DEFPROCfill:IFA(5)=0THENPRINT"Fill
 what?":ENDPROC ELSEIFP%=10ORP%=15ORP%=2
6ORP%=64ORP%=68THENPRINTY$:A(5)=2:ENDPRO
C ELSEPRINT"I can't!":ENDPROC
 2030 DEFPROCpour:IFA(5)<>2THENPRINT"I c
an't":ENDPROC ELSEPRINTY$:A(5)=1
 2040 IFP%<>54ORA(1)<>2THENENDPROC
 2050 IFSL=0 THENPRINT"The beanstalk spu
rts into growth.":G$(1)="An enormous bea
nstalk reaching into the clouds.":SL=1:E
NDPROC
 2060 DEFPROCdow:IFP%=37THENP%=36:ENDPRO
C ELSEIFP%=49THENP%=54:ENDPROC ELSEIFP%=
71THENP%=70:ENDPROC ELSEIFP%=79ANDSM=0TH
ENPRINT"The grate's locked!":ENDPROC
 2070 IFP%=79THENP%=80:ENDPROC ELSEPRINT
"I can't":ENDPROC
 2080 DEFPROCpress:IFP%<>64THENPRINT"not
 here!":ENDPROC ELSEPRINT"A door opens!"
:SC=1:ENDPROC
>
```



`WORLOK´

by Gary Watson

In the mists of time, long, long ago, there was a land ruled by the evil WORLOK. This creature was known throughout the land simply as the 'Evil One'.

Whilst the Worlok prospered in his castle upon Gremlok Hill, the inhabitants of Skornaja suffred. Constantly, the Worlok would send storms to destroy the villagers' crops so that they had to buy food from the mysterious traders, cast forth by the evil one, who would appear mysteriously when such an occurance happened.

You, Gastav, have witnessed this torment for 14 years. You decide to venture into Gremlok Castle so that you can bring this tyranny to an end.

Late one night, as the villagers spend what few pennies they have in the tavern, you decide that it is time for you to make your move.

As you wander throughWierd Wood, you remember the scripture you had read in the ancient book. This book told of how the six hidden scrolls of Imagination were contained within the Worlok's Castle and how, when these scrolls were brought together and put through the portal within the castle, the Worlok would be destroyed. However, in the back of your mind, you are aware of what evil confronts you in the castle. Tales are rife in the village of strange creatures that inhabit the castle. Tales of flying skulls and strange glowing orbs are common place. So onto the task at hand Gastav! Enter the castle at your peril!

```
0 REM        WORLOK  (THE EVIL ONE)
          (C) 1986 COMPUTER GAMER
1 REM    GAME DESIGNED AND PROGRAMMED
                   BY GARY WATSON
10 POKE53280.0:POKE53281.0:POKE53265.PEE
K(53265)AND239
20 POKE53272.28:POKE52.48:POKE56.48:CLR
30 POKE56334.PEEK(56334)AND254
40 POKE1.PEEK(1)AND251
50 FORA=0TO511:POKE12288+A.PEEK(53248+J)
:NEXT
60 POKE1.PEEK(1)OR4:POKE56334.PEEK(56334
)OR1
70 FORA=12288TO12503:READB:POKEA.B:NEXT
72 FORA=12544TO12551:READB:POKEA.B:NEXT
74 FORA=12672TO12751:READB:POKEA.B:NEXT
76 FORA=12800TO13183:READB:POKEA.B:NEXT
78 FORA=12608TO12623:READB:POKEA.B:NEXT
100 DATA255.255.255.255.255.255.255.255,
28.54.99.99.127.99.99.,126.99.99.126.99
101 DATA99,126,.62.99,96.96.96.99,62,.12
4,102.99.99.99.102.124,.127.96.96.124
102 DATA96.96.127,.127.96.96,124,96,96,9
6,.62.97.96.111.99.99.62.,99.99,99.127
103 DATA99.99,99,.126.24.24.24.24.24.126
.,127,12.12.12.12.28.120.,99.102.108
104 DATA120.108.102.99,.96.96.96,96,96,9
6.127.,99.119.127.107.99.99.99.,99.115
105 DATA123.111.103.99.99,.62.99.99,99,9
9.99.62,.126.99,99.99.126.96.96..60.102
106 DATA102.110.110.111.61,.126,99,99,12
6,108.102.99,.62.99.96.62.3.99.62,.126
107 DATA24.24.24.24.24.24.24..99.99.99,99,9
9.99.62.,99.99.99.99.54.28.8.,99.99.99
108 DATA107.107.127.54,.99.99,54,62,54,9
9.99.,99.54.28.28.28.28.28..127.3.6.12
109 DATA24,48.127,,,,,,,,.62,99.99,99.9
9.99.62..12.28.60.12.12.12.127..62.99.3
110 DATA62.96,96.63,.62,99.3.30.3,99,62,
,96.96.108.108.127.12.12..127.96.96.126
111 DATA3,3.126,.62,99.96,126,99,99,62,.
126.3.7.14.28.56.112..62.99.99.62.99.99
112 DATA62..63,99.99.99,63,3,3.0
115 DATA63.255.245.213.234.234.213.213.,
192.192.192.192.192,192,192,.3,3,3
117 DATA3.3.3.252.255,95.87,171.171.87
,87,234,234.213,213.234,234.213,213,192
118 DATA192.195.207.206.206.205.205.3.3.
195.243.179.179.115,115,171,171,87,87
119 DATA171.171.87.87.206.206.205.205.20
6,206,253.253.179.179.115,115.179,179
120 DATA127.127.234.234.213.213.234.250.
255.63.170,170,85.85,170,170,255,255
121 DATA171.171.87.87.171.175.255.252.25
5,255,85.85.170.170.85,85.191,191,240
122 DATA192.192.192.192.192.254,254.15.3
.3.3.3.192.192.192,192,192,240,127
123 DATA127.3.3.3.3.3.15.253.253.171.175
.95,92.172,172.92.92,254.255,15,3,3,3,3
124 DATA3.175.175,87.85.170.255.255.195.
15.255,253,85.170.170,85,215,171,171,87
125 DATA87.175.255.252.192.192.192.192.1
92.192.192.192..235.250.53.61,14.15,3,3
126 DATA192.192.240.112.188.172.255.255.
192,192,192,192,192,192,192,192,192,192
127 DATA192.192.192.240.255.255.,,,,,,25
5.255.,,,,,,,252.255,,,.3.3.15,13.61,63
128 DATA63.215.215.171.171.95.95.192.192
.192.255.255.170,85,85.58.250.213,213
129 DATA171.171.95.92.188.188.240.240.19
2,192,,,,170.170.85.255,255.192,192,192
130 DATA172.171.87,85.234.234.245.53.,,1
92.192.240.240.188.188.62.14.15,3,3,,,0
131 DATA95.95.171.171.215.215.63.63.224.
60.30.16.24,16.24.8.198.70.68,52,76.202
132 DATA198.70.126.230.64.124.48.96.204.
242.130.68.72.108.36,104.120,56.204,120
133 DATA24.8,12.24.108.102.192,96.32.32.
96.64.252.210.134.194.98.100,154.140,78
134 DATA198.88.116.130.130.132.68.178,76
.28.56,112,112,112,56,28,.56,28,14,14
135 DATA14.28.56.,63.213.85.85.21.213.85
.85,255,85,85
136 DATA85.85.149.165.101.48.220.84.88.1
64.148.84.84,85,85.165.101.85,21,,,85
137 DATA85.85.89.101.101.,,84.100.104.84
,84,80,,,,,,3.13,53,213,,,48,236,84,84
138 DATA104.96.3.13.58.22.213.85.85.85.8
5.85.85,89.105.101,85.85.84.84.84,84,84
139 DATA84.80.80.21.21.213.85.85.85.21.1
6.85.85.84,80.67.13.53.213.64,.48,220
140 DATA84.84.104.96.85.85.84.80.64.....
.48.220.87.85.165.37.,,,,.192.112,97.85
141 DATA85.85.85.85.85.21.21.87.85.86.15
0.165.101.85.85,.192.176.80,92,84,84,84
142 DATA5.1.48.220.87.85.165.37.85.85.85
.21,5.193.112,92,80.80,92.84,84,84.80
143 DATA16.85.85.85.21.5.1.....63.213.85
.22.213,85,..207,117.86,86,85.85,,,192
144 DATA124.84.148.104.100.85.85.21.....
.149.149.85,,,,,,84,84.80,,,,,,31,127
145 DATA97.205.222.198.254.124.255.255.2
55.255,192.192,243.243,255,255.255,255
146 DATA204.204.204.204.240.252.254.254.
255,255,255,255,,,1,1.3,7,15,63,243,243
147 DATA243.243.192.192.255.255.204.204.
204.192.192.225,255,255,255,255,254.254
148 DATA252.248.224.128.96.206.223.219.2
19,195,127,30,.255,127.127,127,127,127
149 DATA255..255.255.255.255.255.255.255
,.248,254.255.255,255.254.248
200 POKE53270.PEEK(53270)OR16
210 POKE53282.14:POKE53283,7
230 PRINT"(CLR)(DOWN)(DOWN)(YEL)
 GARY WATSON PRESENTS"
231 PRINT"(DOWN)(DOWN)(GRY1)      ▄▀▌▀▄
▀▄▀▀▄▄▀▄  ▄▀▄▄▀▀▄▀▄▄"
232 PRINT"      ▀▀▄▌ ▀▄▀▌ ▀▄▀▌ ▄▀  ▄▀▌
▀ ▌▄"
233 PRINT"      ▀▄▌ ▀▀▌ ▀▌ ▄▀ ▀▌ ▀▀▌
▀▀▄ "
234 PRINT"      ▄▄▄ ▄▄▄ ▄▀▌ ▄▄▄ ▄▄▄
▄▀▌ "
235 PRINT"(DOWN)(WHT)          ▄▀▀▀ ▌  ▌ ▌
▀▄▄▄ ▄▄▄ ▄▄▄ 
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'WORLOK'

```
509 DATA,,,,,,,,,,,,,,149,85,86,150,170
,150,154,170,166,154,170,166,154,170
510 DATA166,154,170,166,154,170,166,154,
170,166,154,170,166,154,170,166,154,170
511 DATA166,154,170,166,154,170,166,154,
170,166,154,170,166,,,,0
512 DATA,,,80,,,85,,,85,80.,86,85.,90,16
5,80,106,170,84,106,170,84,106,170,148
513 DATA106,170,148,106,170,164,106,170,
164,106,170,164,106,170,164,106,170,164
514 DATA106,170,164,10,170,164,2,170,164
,,42,164,,10,164,0
515 DATA42,170,168,37,85,88,37,85,88,41,
85,104,9,85,96,10,85,160,2,85,128,2
516 DATA85,128,2,85,128,170,85,170,149,8
5,86,149,85,86,165,85,90,41,85,104,10
517 DATA85,160,2,150,128,,170,,,,,,,,,,
,,0
518 DATA,,,,,,,16,,,100,,,100,,,100,,85,
85,84,105,169,164,105,169,164,22
519 DATA170,80,6,170,64,5,169,64,26,102,
144,26,154,144,26,70,144,105,1,164,100
520 DATA,100,84,,84,,,,,,,,,0
521 DATA,63,,,255,192,3,255,240,15,255,2
40,15,255,252,59,255,252,42,255,236,42
522 DATA255,188,59,255,188,63,254,240,15
,255,240,3,15,192,,,,12,240,,15,240,,15
523 DATA192,,3,,,,,,,,,,,,,,0
524 DATA,,,,,,3,255,240,15,174,188,15,23
4,252,63,251,255,63,255,255,62,174,175
525 DATA63,190,239,63,190,175,62,174,239
,63,255,255,62,235,191,63,255,255,62
526 DATA186,239,63,255,255,62,234,239,63
,255,255,14,238,188,15,255,252,3,255
527 DATA240,,,,,,,,,,,,,,42,,,170,128,2
,170,160,2,170,160,10,170,168,10,170
528 DATA232,10,170,232,10,170,232,10,171
,232,2,175,160,2,170,160,,170,128,,42,0
529 DATA,,,,,,,,,,,,0
530 DATA,,,,21,,,1,89,,,1,105,,,5,105,64,5,
85,,,21,84,,,21,85,64,5,85,64,,,84,,,2,168
531 DATA,10,170,4,10,190,21,11,174,84,11
,234,64,10,170,,,42,174,128,174,190,160
532 DATA171,170,232,42,170,160,,,,,,,,,
,,,,,,,,,,,,40,,,170,,,2,160,,,10,160,,,42
533 DATA232,,,171,250,,,191,254,128,171,25
0,,,42,232,,,10,160,,,2,160,,,170,,,,40,,,0
534 DATA,,,,,,,,0
535 DATA,10,128,,,46,,,,42,128,,,187,160,,,1
74,224,2,235,128,2,187,128,1,85,80,3,85
536 DATA112,3,255,240,,,255,192,,,85,64,,,8
5,64,,,55,,,63,,,29,,,4,,,4,,,,,,,,,,0
537 DATA,160,,,2,234,,,2,187,128,10,238,22
4,2,187,160,2,235,128,,,174,128,1,85,80
538 DATA3,85,112,3,255,240,,,255,192,,,85,
64,,,85,64,,,55,,,63,,,29,,,4,,,4,,,,,,,0
539 DATA,,,,0
600 PRINT"(CLR)(CYN)":POKE53281,3
605 POKE631,78:POKE632,69:POKE633,87:POK
E634,13:POKE635,76:POKE636,111
610 POKE637,13:POKE638,82:POKE639,117:PO
KE640,13:POKE198,10

READY.
5 GOSUB10010
6 POKEV+24,28:POKEV+22,PEEK(V+22)OR16
7 POKEZ+1,14:POKEZ+2,6:POKEV+37,13:POKEV
+38,7:POKEV+39,8:POKEV+28,255
8 FORN=43TO46:POKEV+N,0:NEXT:FORN=8TO15:
READM:POKEV+N,M:NEXTN
9 POKES+4,216:POKES+5,217:POKES+6,218:PO
KES+7,219:POKES,213
10 GOSUB10000
12 POKEZ,0
20 PRINT"(CLR)(DOWN)(DOWN)(DOWN)(DOWN)
   (YEL) PRESS JOYSTICK BUTTON TO PLAY"
25 PRINT"(DOWN)(DOWN)(DOWN)(GRY1)      "
26 PRINT"                              "
27 PRINT"                              "
28 PRINT"                              "
30 PRINT"(DOWN)(DOWN)          (CYN)   "
40 PRINT"(DOWN)(DOWN)(DOWN)        (GRN)
    BY GARY WATSON"
50 GOSUB10002
60 IF(PEEK(J)AND16)=0THEN1000
65 GOTO60
1000 GOSUB10000
1010 GOSUB10020
1022 POKEV+21,39:POKEV,PX:POKEV+1,PY
1023 POKEV+23,249
1024 GOSUB10050
1025 GOSUB10002
1027 GOSUB10060
1028 GOSUB10052
1029 IFPX>165ANDPX<171ANDPY=128THEN1031
1030 GOTO1027
1031 GOSUB10126
1040 GOSUB10000
1041 POKEV+21,231:POKEV+16,PEEK(V+16)+64
:POKEV+23,121:GOSUB10110
1042 GOSUB10050
1043 GOSUB10002
1044 GOSUB10060
1045 GOSUB10052
1046 IFPX>165ANDPX<171ANDPY=126THEN1055
1047 IFPX>165ANDPX<171ANDPY=168THEN1050
1048 IFPX>24ANDPX<31ANDPY>145ANDPY<152TH
EN1060
1049 GOTO1044
1050 GOSUB10120
1051 GOSUB10000:GOTO1022
1055 GOSUB10126
1056 GOTO2100
1060 GOSUB10122
1070 GOSUB10000
1071 POKEV+21,83:POKEV+16,PEEK(V+16)+64:
POKEV+23,81:GOSUB10100
1073 GOSUB10135
1074 GOSUB10002
1075 GOSUB10130
1076 FORN=1TO15:M=M+3
1078 POKEV+2,L:POKEV+3,M:GOSUB10060
1079 IFPX>24ANDPX<31ANDPY>145ANDPY<152TH
EN1095
1080 IFPX>46ANDPX<59ANDPY>145ANDPY<152TH
EN1090
1081 IFPEEK(V+30)=3THEN61000
1082 NEXTN
1083 POKEV+2,0:POKEV+3,0:GOTO1075
1090 GOSUB10124
1091 GOTO1040
1095 GOSUB10122
1100 GOSUB10000
1101 POKEV+21,151:POKEV+23,17:GOSUB10050
1102 GOSUB10110
1103 GOSUB10002
1104 GOSUB10052
1105 GOSUB10060
1106 IFPX>46ANDPX<59ANDPY>145ANDPY<152TH
EN1110
1107 IFPX>165ANDPX<171ANDPY=168THEN1115
1108 GOTO1104
1110 GOSUB10124
1111 GOTO1070
1115 GOSUB10120
1120 GOSUB10000
1121 POKEV+21,103:POKEV+23,97:POKEV+16,P
EEK(V+16)+64:GOSUB10050
1122 GOSUB10110
1123 GOSUB10002
1124 GOSUB10052
1125 GOSUB10060
1126 IFPX>165ANDPX<171ANDPY=126THEN1130
1127 IFPX>24ANDPX<31ANDPY>145ANDPY<152TH
EN1135
1128 GOTO1124
1130 GOSUB10126
1131 GOTO1100
1135 GOSUB10122
1140 GOSUB10000
1141 POKEV+21,55:POKEV+23,49:GOSUB10050
1142 GOSUB10110
1143 GOSUB10002
1144 GOSUB10052
1145 GOSUB10060
1146 IFPX>165ANDPX<171ANDPY=126THEN1155
1147 IFPX>46ANDPX<59ANDPY>145ANDPY<152TH
EN1150
1148 GOTO1144
1150 GOSUB10124
1151 GOTO1120
```


the evil one

```
1155 GOSUB10126
1180 GOSUB10000
1181 POKEV+21,163:POKEV+23,33
1182 GOSUB10110
1183 B=168:A=0:POKES+1,223:POKEV+40,4
1184 GOSUB10002
1185 FORN=140TO184STEP2:POKEV+2,B:POKEV+
3,N:IFPEEK(V+30)=3THEN61000
1186 GOSUB10060
1187 GOTO10140
1188 NEXT:POKEV+21,161
1189 A=1:GOSUB10060
1190 GOTO10140
1191 GOTO1189
1192 GOSUB10120
1193 GOTO1140
1195 GOSUB10126
2000 GOSUB10000
2001 POKEV+21.151:POKEV+23.17:POKEV+29,0
2002 GOSUB10110
2003 GOSUB10050
2004 GOSUB10002
2005 GOSUB10052
2006 GOSUB10060
2007 IFPX>165ANDPX<171ANDPY=168THEN2010
2008 IFPX>46ANDPX<59ANDPY>145ANDPY<152TH
EN2015
2009 GOTO2005
2010 GOSUB10120
2011 GOTO1180
2015 GOSUB10124
2020 GOSUB10000
2021 POKEV+21.87:POKEV+23.87:POKEV+29.4:
POKEV+40,10:POKEV+41,14
2022 POKES+1.224:POKES+2,220:POKEV+2.69:
POKEV+3,157:POKEV+4,135:POKEV+5,169
2023 POKEV+16.PEEK(V+16)+64:IFF5=1THEN20
32
2024 GOSUB10002
2025 GOSUB10060
2027 IFPX>24ANDPX<31ANDPY>145ANDPY<152TH
EN2040
2028 IFPX>140ANDPX<149ANDPY>144ANDPY<155
THEN2031
2029 IFPEEK(V+30)=3THEN61000
2030 GOTO2025
2031 F5=1:FORN=1TO206:POKEV+41,N:NEXT
2032 POKEV+21,85:GOSUB10002
2033 GOSUB10060
2034 IFPX>24ANDPX<31ANDPY>145ANDPY<152TH
EN2040
2035 IFPX>46ANDPX<59ANDPY>145ANDPY<152TH
EN2045
2036 GOTO2033
2040 GOSUB10122
2041 GOTO2000
2045 GOSUB10124
2050 GOSUB10000
2051 POKEV+21.67:POKEV+23.65:POKEV+40.15
:POKEV+2.100:POKEV+3.175:POKES+1,222
2052 POKEV+16.PEEK(V+16)+64:IFE5=1THEN20
65
2053 GOSUB10002
2054 GOSUB10060
2055 IFPEEK(V+30)=3THENGOSUB10160
2056 IFPX>24ANDPX<31ANDPY>145ANDPY<152TH
EN2060
2057 GOTO2054
2060 GOSUB10122
2061 GOTO2020
2065 POKEV+21.65:GOSUB10002
2066 GOSUB10060
2067 IFPX>24ANDPX<31ANDPY>145ANDPY<152TH
EN2060
2068 GOTO2066
2100 GOSUB10000
2101 POKEV+21.183:POKEV+23.49:GOSUB10110
2102 GOSUB10050
2103 GOSUB10002
2104 GOSUB10060
2105 GOSUB10052
2106 IFPX>46ANDPX<59ANDPY>145ANDPY<152TH
EN2115
2107 IFPX>165ANDPX<171ANDPY=168THEN2110
2108 IFPX>165ANDPX<171ANDPY=126THEN2120
2109 GOTO2104
2110 GOSUB10120
2111 GOTO1040
2115 GOSUB10124
2116 GOTO2600
2120 GOSUB10126
2130 GOSUB10000
2131 POKEV+21.231:POKEV+16.PEEK(V+16)+64
:POKEV+29.0:POKEV+23.97:GOSUB10110
2132 GOSUB10050
2133 GOSUB10002
2134 GOSUB10060
2135 GOSUB10052
2136 IFPX>165ANDPX<171ANDPY=168THEN2140
2137 IFPX>24ANDPX<31ANDPY>145ANDPY<152TH
EN2150
2138 IFPX>165ANDPX<171ANDPY=128THEN2145
2139 GOTO2134
2140 GOSUB10120
2141 GOTO2100
2145 GOSUB10126
2146 GOTO2230
2150 GOSUB10122
2160 GOSUB10000
2161 POKEV+21.87:POKEV+16.PEEK(V+16)+64:
POKEV+23.87:POKEV+4,125
2162 POKEV+5.169:POKES+1.221:POKES+2,220
:POKEV+41.14:POKEV+29.4:GOSUB10110
2163 IFE4=1THEN2181
2164 GOSUB10002
2165 N=200:E=138
2166 IFE<PYTHENE=E+1
2167 IFE>PYTHENE=E-1
2168 POKEV+2.N:POKEV+3,E+10
2169 IFPX=N-12THEN61000
2170 POKEV+40,N
2171 N=N-1:GOSUB10060
2172 IFPX>133ANDPX<148ANDPY>141ANDPY<152
THEN2180
2173 IFPX>46ANDPX<59ANDPY>145ANDPY<152TH
EN2190
2175 GOTO2166
2180 E4=1:FORL=1TO206:POKEV+41.L:NEXT
2181 POKEV+21.85:GOSUB10002
2182 GOSUB10060
2183 IFPX>46ANDPX<59ANDPY>145ANDPY<152TH
EN2190
2184 IFPX>24ANDPX<31ANDPY>145ANDPY<152TH
EN2195
2185 GOTO2182
2190 GOSUB10124
2191 GOTO2130
2195 GOSUB10122
2200 GOSUB10000
2201 POKEV+21.19:POKEV+40.15:POKEV+2.200
:POKEV+3,175:POKES+1.222:POKEV+23,17
2202 IFF4=1THEN2222:GOSUB10110
2203 GOSUB10002
2204 GOSUB10060
2214 GOSUB10060
2215 IFPEEK(V+30)=3THEN10180
2216 IFPX>46ANDPX<59ANDPY>145ANDPY<152TH
EN2220
2217 GOTO2214
2220 GOSUB10124
2221 GOTO2160
2222 POKEV+21.17:GOSUB10002
2223 IFPX>46ANDPX<59ANDPY>145ANDPY<152TH
EN2220
2224 GOSUB10060
2225 GOTO2223
2230 GOSUB10000
2231 POKEV+21,183:POKEV+23.49:GOSUB10110
2232 GOSUB10050
2233 GOSUB10002
2234 GOSUB10052
2235 GOSUB10060
2236 IFPX>165ANDPX<171ANDPY=128THEN2245
2237 IFPX>165ANDPX<171ANDPY=168THEN2240
2238 IFPX>46ANDPX<59ANDPY>145ANDPY<152TH
EN2250
2239 PRINT"(HOME)":GOTO2234
2240 GOSUB10120
2241 GOTO2130
2245 GOSUB10126
2246 GOTO2310
2250 GOSUB10124
2260 GOSUB10000
2261 POKEV+21.87:POKEV+23,83:POKEV+40.5:
POKEV+41,10:POKES+1,224:POKES+2,225
2262 POKEV+2.102:POKEV+3.169:POKEV+16.PE
```

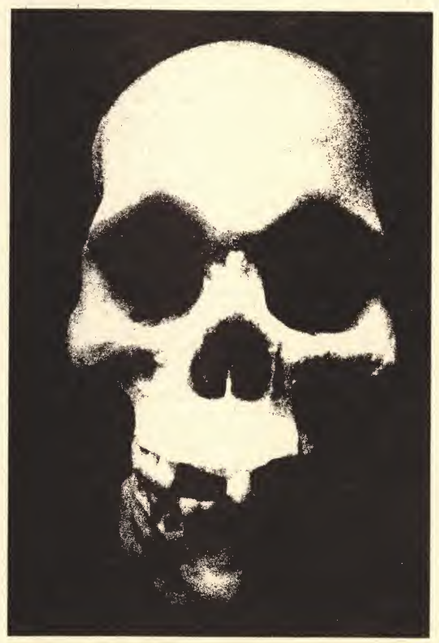
WORLOK

```
EK(V+16)+64:GOSUB10110
2263 GOSUB10002
2265 L=INT(RND(1)*3+1)
2266 IFL=1THENM=158
2267 IFL=2THENM=174
2268 IFL=3THENM=191
2270 FORN=130TO220STEP3:POKEV+4,N:POKEV+
5,M
2271 GOSUB10060
2272 IFPEEK(V+30)=5ORPEEK(V+30)=3THEN610
00
2273 IFPX>24ANDPX<31ANDPY>145ANDPY<152TH
EN2280
2274 IFPX>46ANDPX<59ANDPY>145ANDPY<152TH
EN2285
2275 NEXT
2276 GOTO2265
2280 GOSUB10122
2281 GOTO2230
2285 GOSUB10124
2290 GOSUB10000
2291 POKEV+21.69:POKEV+4.100:POKEV+5,175
:POKES+2,222:POKEV+40,15
2292 POKEV+16.PEEK(V+16)+64:IFB3=1THEN23
00
2293 GOSUB10002
2294 GOSUB10060
2295 IFPEEK(V+30)=5THEN10190
2296 IFPX>24ANDPX<31ANDPY>145ANDPY<152TH
EN2305
2297 GOTO2294
2300 POKEV+21.65:GOSUB10002
2301 IFPX>24ANDPX<31ANDPY>145ANDPY<152TH
EN2305
2302 GOSUB10060
2303 GOTO2301
2305 GOSUB10122
2306 GOTO2260
2310 GOSUB10000
2311 POKEV+21,215:POKEV+23.81:POKEV+16.P
EEK(V+16)+64:GOSUB10110
2312 GOSUB10050
2313 GOSUB10002
2314 GOSUB10052
2315 GOSUB10060
2316 IFPX>165ANDPX<171ANDPY=168THEN2320
2317 IFPX>46ANDPX<59ANDPY>145ANDPY<152TH
EN2325
2318 IFPX>24ANDPX<31ANDPY>145ANDPY<152TH
EN2330
2319 GOTO2314
2320 GOSUB10120
2321 GOTO2230
2325 GOSUB10124
2326 GOTO2520
2330 GOSUB10122
2340 GOSUB10000
2341 POKEV+21.31:POKEV+23.23:POKEV+29.6:
POKES+1,220:POKES+2,220:POKES+3,222
2342 POKEV+2,104:POKEV+3.169:POKEV+4,212
:POKEV+5,169:POKEV+40,5:POKEV+41,5
2343 POKEV+6.166:POKEV+7.110:POKEV+42.15
:L=INT(RND(1)*2+1):IFE2=1THEN2450
2344 GOSUB10110
2345 GOSUB10002
2346 GOSUB10060
2347 IFPX>46ANDPX<59ANDPY>145ANDPY<152TH
EN2360
2348 IFPX>107ANDPX<123ANDPY>142ANDPY<153
THEN2370
2349 IFPX>216ANDPX<232ANDPY>142ANDPY<153
THEN2380
2350 GOTO2346
2360 GOSUB10240
2361 GOSUB10124
2362 GOTO2310
2370 K=40:GOSUB10250
2371 IFL=1THEN2500
2372 GOTO2400
2380 K=41:GOSUB10250
2381 IFL=2THEN2510
2400 FORN=166TO180:POKEV+7.N:NEXT
2401 GOSUB10060
2402 IFPEEK(V+30)=9THEN2430
2403 IFPX>46ANDPX<59ANDPY>145ANDPY<152TH
EN2360
2404 GOTO2401
2430 GOSUB10170
2450 POKEV+21.23:GOSUB10002
2451 IFPX>46ANDPX<59ANDPY>145ANDPY<152TH
EN2360
2452 GOSUB10060
2453 GOTO2451
2500 GOSUB10126
2501 GOSUB10240
2502 GOTO1022
2510 GOSUB10126
2511 GOSUB10240
2512 GOTO1120
2520 GOSUB10000
2521 POKEV+21.83:POKEV+16.PEEK(V+16)+64:
POKEV+23.81:POKEV+40,5
2522 BX=104:BY=170:POKEV+2.BX:POKEV+3.BY
:POKE2041.223
2523 GOSUB10110
2524 GOSUB10002
2526 L=INT(RND(1)*4+1)
2527 FORN=1TO10:GOSUB10060
2528 IFL=1THENGOTO2540
2529 IFL=2THENGOTO2545
2530 IFL=3THENGOTO2550
2531 IFL=4THENGOTO2555
2532 IFPEEK(V+30)=3THEN61000
2533 IFPX>24ANDPX<31ANDPY>145ANDPY<152TH
EN2560
2534 IFPX>46ANDPX<59ANDPY>145ANDPY<152TH
EN2565
2536 POKEV+2.BX:POKEV+3.BY
2537 NEXT
2538 GOTO2526
2540 IFBY=166THEN2526
2541 BY=BY-2:GOTO2532
2545 IFBY=190THEN2526
2546 BY=BY+2:GOTO2532
2550 IFBX=100THEN2526
2551 BX=BX-2:GOTO2532
2555 IFBX=240THEN2526
2556 BX=BX+2:GOTO2532
2560 GOSUB10122
2561 GOTO2310
2565 GOSUB10124
2570 GOSUB10000
2571 POKEV+21.67:POKEV+23.65:POKEV+16.PE
EK(V+16)+64:POKES+1,222:POKEV+40,15
2572 POKEV+2,100:POKEV+3.175:IFB2=1THEN2
580
2573 GOSUB10002
2574 GOSUB10060
2575 IFPEEK(V+30)=3THEN2578
2576 IFPX>24ANDPX<31ANDPY>145ANDPY<152TH
EN2590
2577 GOTO2574
2578 GOSUB10200
2580 POKEV+21.65:GOSUB10002
2581 IFPX>24ANDPX<31ANDPY>145ANDPY<152TH
EN2590
2582 GOSUB10060
2583 GOTO2581
2590 GOSUB10122
2591 GOTO2520
2600 GOSUB10000
2601 POKEV+21.83:POKEV+23.81:POKEV+40.15
:POKEV+41,0:POKEV+2,160:POKEV+3,175
2602 POKES+1.222:POKEV+43,13:POKEV+16,PE
EK(V+16)+64:GOSUB10110
2603 IFC5=1THEN2630
2604 GOSUB10002
2605 GOSUB10060
2606 IFPEEK(V+30)=3THEN10210
2607 IFPX>24ANDPX<31ANDPY>145ANDPX<152TH
EN2620
2608 IFPX>46ANDPX<59ANDPY>145ANDPX<152AN
DC5=1THEN2625
2609 GOTO2605
2620 GOSUB10122
2621 POKEV+43.0:GOTO2100
2625 IFB2=1ANDE2=1ANDB3=1ANDC5=1ANDF4=1A
NDE5=1THEN2670
2630 POKEV+21,81:GOSUB10002
2631 IFPX>24ANDPX<31ANDPY>145ANDPX<152TH
EN2620
2632 GOSUB10060
2633 IFPX>46ANDPX<59ANDPY>145ANDPX<152AN
DC5=1THEN2625
2636 GOTO2631
2670 FORR=13TO206:POKEV+43,R:NEXT
2680 POKEV+21.0:PRINT"(CLR)(DOWN)(DOWN)(
DOWN)    (PUR)CONGRATULATIONS (YEL)YOU HA
VE ONE"
2690 FORN=1TO300:NEXT:RUN
10000 POKE53265,PEEK(53265)AND239:RETURN
10002 POKE53265,PEEK(53265)OR16:RETURN
10010 A$="(RGHT)(RGHT)(RVS)NOPQ":B$="(RG
HT)(RGHT)(RVS)RSTU":C$="(RGHT)(RGHT)(RVS
)VWXY":V=53248:J=56320:PX=168:F=1
10011 PY=166:Q=226:R=227:E$="(RGHT)(RGHT
)(RGHT)(RGHT)":S=2040:Z=53281:RETURN
10020 PRINT"(CLR)(CYN)(DOWN)(DOWN)";A$;A
$;A$;A$;A$;A$
10021 PRINT"";B$;B$;B$;B$;B$;B$;B$
10022 PRINT"";C$;C$;C$;C$;C$;C$
10030 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOW
N)(DOWN)(DOWN)(DOWN)        (GRY1)
(RVS)@"
10031 PRINT"
(RVS)ABC"
10032 PRINT"    (RGHT)
(RVS)DEF(OFF)(RVS)@"
10033 PRINT"(RGHT)(RGHT)(RGHT)
(RVS)ABCABC"
10034 PRINT"
(RVS)DEFDEF(OFF)(RVS)@"
10035 PRINT"
(RVS)ABCABCABC"
10036 PRINT"
(RVS)DEFDEFDEF"
10037 PRINT"
(RVS)ABCABCABC"
10038 PRINT"
   (RVS)GFDEFDEF"
10039 PRINT"
":E$;E$;E$;E$;E$;E$;"(
RGHT)(RGHT)(RGHT)(RVS)ABCABC"
10040 PRINT"
      (RVS)GFDEF"
10041 PRINT"
";E$;E$;E$;E$;E$;E$;E$;E$
"
10042 PRINT"
":E$;E$;E$;E$;E$;E$;E$;E$"
(RGHT)(RGHT)(RGHT)(RVS)GF"
10043 PRINT"(RVS)HIJHIIJHIJHIIJHJHIIJHII
JHIJHIJHJHIIJHIJ"
10044 PRINT"(RVS)KLMKLLMKLMKLLMKMKLLMKLL
MKLMKLMKMKLLMKLM":RETURN
10050 POKEV+2,122:POKEV+3,126:POKEV+4,21
2:POKEV+5,126:POKEV+40,10:POKEV+41,10
10051 POKES+1.226:POKES+2,227:RETURN
10052 POKES+1,Q:POKES+2,R:Q=Q+1:R=R-1:IF
Q=228THENQ=226:IFR=225THENR=227
10053 RETURN
10060 D=15-(PEEK(J)AND15)
10061 IFD=1THEN10070
10062 IFD=2THEN10080
10063 IFD=4THEN10090
10064 IFD=8THEN10100
10065 RETURN
10070 POKES.213:IFPY=126THENRETURN
10071 PY=PY-2:GOSUB10110
10072 RETURN
10080 POKES.212:IFPY=168THENRETURN
10081 PY=PY+2:GOSUB10110
10082 RETURN
10090 POKES,215:IFPX=0THEN10095
10091 IFPX=24ANDF=1THENRETURN
10092 PX=PX-3:GOSUB10110
10093 RETURN
10095 F=1:PX=255:POKEV+16,PEEK(V+16)-1:G
OSUB10110
10096 RETURN
10100 POKES,214:IFPX=255THEN10105
10101 IFPX=51ANDF=0THENRETURN
10102 PX=PX+3:GOSUB10110
10103 RETURN
10105 F=0:PX=0:POKEV+16,PEEK(V+16)+1
10106 RETURN
10110 POKEV.PX:POKEV+1,PY:RETURN
10120 F=1:POKES,212:PX=168:PY=130:POKEV+
16,0:RETURN
10122 F=1:POKES.214:PX=60:PY=148:POKEV+1
6,0:RETURN
10124 F=0:POKES.215:PX=18:PY=148:POKEV+1
6,1:RETURN
10126 F=1:POKES.213:PX=168:PY=166:POKEV+
16,0:RETURN
10130 L=INT(RND(1)*100):L=L+120:M=134:RE
TURN
10135 POKES+1,223:POKEV+40.10:RETURN
10140 IFPX>165ANDPX<171ANDPY=168THENGOTO
1192
```


the evil one

```
10141 IFPX>165ANDPX<171ANDPY=126THENGOTO
1195
10142 IFA=0THEN1188
10143 IFA=1THEN1189
10160 PRINT"(HOME)(YEL)(DOWN)(DOWN)";A$
10161 PRINTB$
10162 PRINTC$
10163 E5=1:POKEV+21,65:RETURN
10170 PRINT"(HOME)(DOWN)(DOWN)(RGHT)(RGH
T)(RED)";E$;A$
10171 PRINT"(RGHT)(RGHT)";E$;B$
10172 PRINT"(RGHT)(RGHT)";E$;C$
10173 E2=1:RETURN
10180 PRINT"(HOME)(DOWN)(DOWN)(RGHT)(RGH
T)(RGHT)(RGHT)(GRN)";E$;E$;A$
10181 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)";E$
;E$;B$
10182 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)";E$
;E$;C$
10183 F4=1:GOTO2222
10190 PRINT"(HOME)(DOWN)(DOWN)(BLU)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)";E$;E$;E
$;A$
10191 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)";E$;E$;E$;B$
10192 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)";E$;E$;E$;C$
10193 B3=1:GOTO2300
10200 PRINT"(HOME)(DOWN)(DOWN)(PUR)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)";E$;E$;E$;E$;A$
10201 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)";E$;E$;E$;E$;B$
10202 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)";E$;E$;E$;E$;C$
10206 B2=1:RETURN
10210 PRINT"(HOME)(DOWN)(DOWN)(WHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)(RGHT)(RGHT)";E$;E$;E$;E$;E$;A$
10211 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)";E$;E$;
E$;E$;E$;E$;B$
10212 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)";E$;E$;
E$;E$;E$;E$;C$
10214 C5=1:GOTO2630
10240 POKEV+29,0:RETURN
10250 FORN=5TO213:POKEV+K,N:NEXT:RETURN
60000 DATA48,152,168,126,32,152,168,215
61000 POKEV+21,0:RUN

READY.
```



AUSSIE

by Andrew Clarke

Use a joystick in Port one to control your jetpacking Aussie. Controls are as normal but FIRE changes from NORMAL speed to power THRUST. You have worked you way to the brewery of the evil Doctor Quench who has taken your Sheila and locked her away. Worst of all he has deliberately drained the Aussland of Golden Throat Muscle Replenisher!

You immediately strap on your backpack and go in search of (in order of importance) a). a drop of the Honey Coloured Throat Charmer and b). your darling Sheila.

Immediately you realise what a place of horrors you are in. Girders are electrified and so is a giant scoreboard. There are also mean alien ships and robots that kill with a touch. Luckily you can stand five shocks before you croak off. And I almost forgot to mention that strange gravity forces are at work pulling you in different directions, but mostly to your doom.

You are contemplating quitting when an 'ace drop of Fosters' is lowered into view. Now you see your first goal.

Once consumed the amber nectar gives you the power to destroy the saucers. Kill all four alien ships to reach Level Two.

Level Two

There's Sheila, and streuth! what a darling possum she is! Jetpac through the girders and robots to reach her. Careful, precise control is needed. Once you embrace, Dr Quench is beaten and Fosters once more runs like golden water.

On both screens a bonus ticks away. This is not displayed so as not to slow up the game. Level 1 is 5,000 points and Level 2 is 10,000.

You can cheat if you want to check that Level 2 works when you have typed Aussie in. On Level 1 press RUN/STOP then SHIFT and CLR/HOME. Then type 'Z=4:CONT' and press RETURN.

How it works

1-4	Red in data	300-330	Level 1 graphics
5-12	Set up screen and game, Gosub titles	350-396	Titles, display name
14	Gosub ditty	400-490	Sound routines
14	Check lives	500-512	Print score, lives, speed
16-48	Set up Level 1 sprites	520-538	These move Auss according to joystick command
50	Lower the 'Amber Nectar'	550-554	Makes his feet swing back when he moves
52	Zero collision registers (prevents false readings)	560-562	Animates droids
54-58	Joystick routine. Pretty neat one that uses ON...GOSUB instead of a chunk of time consuming IF...THENs.	600-620	Similar to 520-538 but for Level 2
60-66	Checks limits of Aussie	630-638	Changes Auss sprite to beyond the 255th X position and back again when needs be
70-72	Move aliens	640-644	Print score, lives and speed on Level 2
74	Read collision register. Gosub routine at 200 to check what AUSSIE has hit	1000-1001	Level 2. Set up screen and Gosub tune
76	If all aliens are dead then Level 2	1005	Check lives
78	Check for hit with girders, scoreboard	1006-1026	Set up sprites and variables
80-88	POKE in X, Y values, make baddies flash, decrease bonus, continue main loop	1028-1034	Gosub lines 600-620 for joystick movements
200-218	Check sprite to sprite collisions	1036	Sprite collisions check
220-226	Here if Aussie hits lager or alien	1038	Sprite to background collisions check
250-274	Game Over. Another Go?	1060-1064	POKE in sprite X, Y positions, cont loop at 1026
		1200-1218	Set up droids
		1220-1234	Move baddies
		1240-1244	Check sprite to sprite collisions to see what hit what
		1250-1264	Win routine. Here is Auss and girl touch
		1300-1344	Level 2 graphics
		1350-1364	Level 2 titles. Scores, lives and add bonus
		20000-20010	Data for ditty
		30000-30199	Sprite date (REMmed)

```
0 REM ********AUSSIE  BY *************
      ********ANDREW CLARKE (C)1985***
1 PRINT"(CLR)(YEL)":POKE53280,0:GOSUB490
2 FORW=1TO10:READB:NEXT
3 FORS=230TO248:FORT=0TO62:READQ:POKES*6
4+T,Q:NEXT:NEXT
4 FORT=0TO62:POKE249*64+T,0:NEXT
5 PRINT"(CLR)(YEL)":POKE53280,0:GOSUB490
6 FL=5:SC=0:SP=5
8 GOSUB350:GOSUB380:GOSUB490
10 POKEV+21,0:GOSUB400:GOSUB300
12 GOSUB490:FORK=1TO1000:NEXT
14 GOSUB430:GOSUB490:SP=5:GOSUB500
15 IFFL=0THEN250
16 V=53248:POKEV+21,0:BS=234:DS=244:Z=0:
SW=0:BO=5000
18 POKE2040,BS:POKE2047,247:POKEV+44,0
20 POKE2041,240:POKE2042,240:POKEV+45,0
22 POKE2043,240:POKE2044,240
24 POKE2045,244:POKE2046,244
26 X1=50:Y1=230:Y2=160:Y3=60
28 X2=100:X3=200:B=5:X4=210:X5=90
29 POKEV+37,15:POKEV+38,10
30 POKEV+46,1:POKEV+23,0:POKEV+29,0
32 POKEV+2,200:POKEV+4,100
34 POKEV+7,140:POKEV+9,90
36 POKEV+10,X4:POKEV+11,229
38 POKEV+12,X5:POKEV+13,229
40 POKEV+14,150:POKEV+15,0
42 POKEV,X1:POKEV+1,Y1:POKEV+3,Y2
44 POKEV+5,Y3:POKEV+6,X2:POKEV+8,X3
46 POKEV+28,255:POKEV+21,255
48 GOSUB400
50 POKEWA,19:FORT=0TO60STEP.5:POKEV+15,T
:POKEHF,T
52 NEXT:GOSUB490:POKEV+30,0:POKEV+31,0
53 GOSUB400
54 JS=255-PEEK(56321):IFJS=16THENJS=11
56 ONJSGOSUB520,522,98,524,526,528,98,53
0,532,534,536
58 IFJS=0THENGOSUB550
60 IFY1>138ANDY1<230THENY1=Y1+2
62 IFY1<138ANDY1>60THENY1=Y1-2
64 IFX1>150ANDX1<210THENX1=X1+2
66 IFX1<150ANDX1>100THENX1=X1-2
70 Y2=Y2-B:Y3=Y3+B:X2=X2+B:X3=X3-B:X4=X4
-B:X5=X5+B:GOSUB560
72 IFY2>160ORY2<60THENB=-B
74 CO=PEEK(V+30):IF(COAND1)=1THEN200
76 IFZ=4THEN1000
78 IF(PEEK(V+31)AND1)=1THENGOSUB450:GOSU
B500:GOTO14
80 POKEV,X1:POKEV+1,Y1:POKEV+3,Y2:POKE20
45,DS:POKE2046,DS
82 POKEV+5,Y3:POKEV+6,X2:POKEV+8,X3:POKE
2040,BS:POKEV+10,X4:POKEV+12,X5
84 FORT=V+40TOV+43:POKET,X2:NEXT:POKEV+4
6,X2
86 BO=BO-10:IFBO<0THENBO=0
88 GOTO54
98 RETURN
199 REM******** COLLISION CHECK
200 IFSW=0AND((COAND129)=129)THENSW=1:PO
KEV+21,127:GOSUB400:GOSUB440:GOTO76
202 IFSW=0AND((COAND1)=1)THENGOSUB450:GO
SUB500:GOTO14
204 IFSW=1AND((COAND1)=1)THEN210
206 GOTO76
210 IF((COAND3)=3)THENWS=2041:SC=SC+1000
:GOTO220
212 IF((COAND5)=5)THENWS=2042:SC=SC+1000
:GOTO220
214 IF((COAND9)=9)THENWS=2043:SC=SC+1000
:GOTO220
216 IF((COAND17)=17)THENWS=2044:SC=SC+10
00:GOTO220
218 POKEV+30,0:GOTO76
220 Z=Z+1:K=240:GOSUB400
222 POKEWS,K:K=K+1:IFK=250THENGOSUB490:P
OKEV+30,0:GOSUB500:GOSUB400:GOTO76
224 IFK=244THENK=249
226 FORT=1TO50:GOSUB410:NEXT:GOTO222
249 REM******** GAME OVER BIT
250 POKEV+21,0:GOSUB490:PRINT"(CLR)"
252 PRINT"(DOWN)(DOWN)(DOWN)(DOWN)(RGHT)
(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)(RGHT)(WHT)ALL LIVES
 LOST!"
254 FORT=1TO10
256 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)
(DOWN)(DOWN)(DOWN)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(R
GHT)(RGHT)(WHT)GAME OVER"
258 FORS=1TO200:NEXTS
260 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)
(DOWN)(DOWN)(DOWN)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(R
GHT)(RGHT)               "
262 FORS=1TO200:NEXTS,T
264 PRINT"(CLR)(DOWN)(DOWN)(DOWN)(DOWN)(
DOWN)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(YEL)SCORE:(WHT
)";SC
266 PRINT"(DOWN)(DOWN)(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(LGRN)PRESS (LRED)FIRE (LGRN)TO GO AGA
IN"
268 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(LBLU)OR (
LRED)'Q' (LBLU) TO QUIT"
270 GETA$:IFPEEK(56321)=239THENCLR:RESTO
RE:PRINT"(CLR)":RUN5
272 IFA$<>"Q"THEN270
274 SYS64738
299 REM******** LEVEL 1 GRAPHICS
300 PS=1504:LF=54272:FORT=0TO8
302 POKEPS+T,91:POKEPS+T+LF,7:GOSUB410
304 POKEPS+T-40,111:POKEPS+T-40+LF,10
306 POKEPS+T+40,119:POKEPS+T+40+LF,10
308 NEXT:FORT=25TO39:GOSUB410
310 POKEPS+T,91:POKEPS+T+LF,7
312 POKEPS+T-40,111:POKEPS+T-40+LF,10
314 POKEPS+T+40,119:POKEPS+T+40+LF,10
316 NEXT:PS=1609:K=20
318 FORT=PSTO1999STEP40:GOSUB415
320 POKET,118:POKET+14,117:K=K+1
322 POKET+LF,14:POKET+14+LF,14:NEXT
324 FORT=PSTO1623:GOSUB415
326 POKET,121:POKET+360,120:K=K+1
328 POKET+LF,14:POKET+360+LF,14:NEXT
330 GOSUB500:RETURN
350 V=53248:POKEV+21,15:POKEV+33,14
351 FORT=VTOV+16:POKET,0:NEXT
352 POKEV,100:POKEV+2,140:POKEV+4,194:PO
KEV+6,250:POKEV+42,2
354 POKEV+39,2:POKEV+40,2:POKEV+41,2
356 POKEV+28,15:POKEV+23,15:POKEV+29,15
358 POKEV+37,3:POKEV+38,1
360 POKE2040,236:POKE2041,237:POKE2042,2
38:POKE2043,239:GOSUB400
362 FORT=0TO200:GOSUB410
364 POKEV+1,T:POKEV+3,T:POKEV+5,T+2
366 NEXT
368 FORT=0TO206:GOSUB410
370 POKEV+7,T
372 NEXT:POKEV+33,0:RETURN
380 C1=PEEK(V+39):C2=PEEK(V+40)
382 C3=PEEK(V+41):C4=PEEK(V+37)
384 C5=PEEK(V+38)
386 FORT=0TO40:POKEV+38,T:POKEV+37,T+5
388 GOSUB410:FORD=1TO100:NEXT:NEXT
390 POKEV+39,C1:POKEV+40,C2
392 POKEV+41,C3:POKEV+37,C4
394 POKEV+38,C5
396 RETURN
399 REM******** NOISE BITS
400 VO=54296:AT=54277:SU=54278
402 WA=54276:HF=54273:LF=54272
404 POKEAT,32:POKESU,255:POKEVO,15
406 POKEWA,23:POKEHF+14,5:RETURN
410 POKEHF,T:RETURN
415 POKEHF,K:RETURN
430 POKEHF+14,0:POKEAT,32:POKESU,255
432 POKELF+3,9:POKEWA,65:POKEVO,15:RESTO
RE
434 READA:IFA=-1THENRETURN
436 POKEHF,A:FORB=1TO150:NEXT
438 GOTO434
440 FORT=30TO80:POKEHF,T:NEXT:GOSUB490
442 GOSUB400:RETURN
450 POKEV+1,Y1:GOSUB400:POKEHF+14,10
452 FORT=Y1TO255
454 POKEV+1,T:POKEHF,T:POKEV+39,T
456 FORK=1TO20:NEXT:NEXT:POKEV+21,0
458 GOSUB490:FL=FL-1:POKEV+39,2:RETURN
470 POKEWA,23:POKEHF+14,5:POKEHF,SD:RETU
RN
490 FORC=54272TO54296:POKEC,0:NEXT:RETUR
N
499 REM******** SCORE AND JOYSTICK BITS
                FOR LEVEL 1
500 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)
(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOW
N)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)";
502 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(R
GHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)(LGRN)LEVEL :  (WHT)1"
504 PRINT"(DOWN)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(R
GHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)(RGHT)(LRED)LIVES :(WHT). (LE
FT)";FL
506 PRINT"(DOWN)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(R
GHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)(RGHT)(LGRN)SCORE :(WHT) (LE
FT)";SC
508 IFSP=5THENPRINT"(HOME)(DOWN)(DOWN)(D
OWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)
(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(RGH
T)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(R
GHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)NO
RMAL":RETURN
510 IFSP=10THENPRINT"(HOME)(DOWN)(DOWN)(
DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN
)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(RG
HT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(
RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)T
HRUST":RETURN
512 RETURN
520 IFY1>60THENY1=Y1-SP:BS=234:RETURN:RE
M UP
521 RETURN
522 IFY1<230THENY1=Y1+SP:BS=235:RETURN:R
EM DOWN
523 RETURN
524 IFX1>50THENX1=X1-SP:BS=233:RETURN:RE
M LEFT
525 RETURN
526 IFX1>50ANDY1>60THENX1=X1-SP:Y1=Y1-SP
:BS=233:RETURN:REM L/U
527 RETURN
528 IFX1>50ANDY1<230THENX1=X1-SP:Y1=Y1+S
P:BS=233:RETURN:REM L/D
529 RETURN
530 IFX1<210THENX1=X1+SP:BS=231:RETURN:R
EM R
531 RETURN
532 IFX1<210ANDY1>60THENX1=X1+SP:Y1=Y1-S
P:RETURN:REM R/U
533 RETURN
534 IFX1<210ANDY1<230THENX1=X1+SP:Y1=Y1+
SP:RETURN:REM R/D
535 RETURN
536 IFSP=10THENSP=5:GOSUB508:RETURN
538 IFSP=5THENSP=10:GOSUB510:RETURN
```

AUSSIE is written entirely in BASIC and is quite a good demo of how sprites and sound can be used on the 64. I think it helps quell the talk that 64 BASIC is too hard to learn or do anything with. Nineteen sprite pictures are used in all.

The most interesting routine is the one at 54-58 and 1028-1034. These correspond (through GOSUBS) to routines at 520-538 and 600-520 respectively.

What happens is that the joystick is PEEKed in such a way that the movements give values of 0 to 11. The Fire button is actually 16 but this is changed to 11 to make it easier. Then an ON...GOSUB line is used which, if the command is valid, GOSUBs the program to lines in 520-538 or 600-620 (for Level 2) where the action for that command is carried out. The advantage of this is that it eliminated a whole block of IF...THEN instructions that the computer has to wade through to find the right one. This costs speed and speed in BASIC is limited.

To be honest it could be more economical with lines 600 to 620 being unnecessary, but differences between level 1 and 2 neede this. Besides I developed the technique during the writing of AUSSIE so it would have meant a complete rewrite, which isn't necessary.

To discover values for joystick moves use the following program:—

```
10 JS=255-PEEK (56321):IF
JS=16 THEN JS=11
20 PRINT "[home]";JS: GOTO 10
```

Change the 56321 to 56320 for Port Two

Good luck AUSSIES!

```
540 RETURN
550 IFBS=233THENBS=232:RETURN
552 IFBS=231THENBS=230:RETURN
554 RETURN
560 DS=DS+1:SD=DS-240:GOSUB470:IFDS=247T
HENDS=244
562 RETURN
599 REM******** SCORE AND JOYSTICK BITS
                FOR LEVEL 2
600 IFY1>60THENY1=Y1-SP:BS=234:RETURN:RE
M UP
601 RETURN
602 IFY1<228THENY1=Y1+SP:BS=235:RETURN:R
EM DOWN
603 RETURN
604 X1=X1-SP:BS=233:RETURN:REM LEFT
605 RETURN
606 IFY1>60THENX1=X1-SP:Y1=Y1-SP:BS=233:
RETURN:REM L/U
607 RETURN
608 IFY1<228THENX1=X1-SP:Y1=Y1+SP:BS=233
:RETURN:REM L/D
609 RETURN
610 X1=X1+SP:BS=231:RETURN:REM R
611 RETURN
612 IFY1>60THENX1=X1+SP:Y1=Y1-SP:RETURN:
REM R/U
613 RETURN
614 IFY1<228THENX1=X1+SP:Y1=Y1+SP:RETURN
:REM R/D
615 RETURN
616 IFSP=10THENSP=5:GOSUB640:RETURN
618 IFSP=5THENSP=10:GOSUB642:RETURN
620 RETURN
630 IFMSB=0ANDX1>255THENX1=X1-255:POKEV+
16,(PEEK(V+16)+1):POKEV,X1:MSB=1:RETURN
632 IFMSB=1ANDX1<0THENX1=X1+255:POKEV+16
,(PEEK(V+16)-1):POKEV,X1:MSB=0:RETURN
634 IFMSB=0ANDX1<24THENX1=24:RETURN
636 IFMSB=1ANDX1>66THENX1=66:RETURN
638 RETURN
640 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)
(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOW
N)(DOWN)(DOWN)(DOWN)(DOWN)(RGHT)(RGHT)(R
GHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(R
GHT)NORMAL":RETURN
642 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)
(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOW
N)(DOWN)(DOWN)(DOWN)(DOWN)(RGHT)(RGHT)(R
GHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(R
GHT)THRUST":RETURN
644 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)
(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(R
GHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)
(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(LBLU)LIVES:(WHT)";FL;"(LE
FT)  ":RETURN
999 REM********** LEVEL 2
1000 GOSUB1350:PRINT"(CLR)":POKEV+21,0:G
OSUB1300:GOSUB400
1002 GOSUB490:FORK=1TO1000:NEXT
1004 GOSUB430:GOSUB490:REM***NEXT LIFE
1005 IFFL=0THEN250
1006 V=53248:POKEV+21,0:SP=5:BS=234:DS=2
45:BO=10000
1008 POKE2040,BS:POKE2047,248
1016 X1=38:Y1=228:MSB=0
1018 POKEV+30,0:POKEV+31,0
1019 POKEV+37,15:POKEV+38,10
1020 POKEV+46,1:POKEV+23,0:POKEV+29,0
1022 GOSUB1200:GOSUB640:GOSUB644:GOSUB40
0
1024 POKEV,X1:POKEV+1,Y1:POKEV+21,255
1026 GOSUB1220:GOSUB560
1028 JS=255-PEEK(56321):IFJS=16THENJS=11
1030 ONJSGOSUB600,602,98,604,606,608,98,
610,612,614,616
1032 IFJS=0THENGOSUB550
1034 IFJS<>0THENGOSUB630
1036 CO=PEEK(V+30):GOTO1240
1038 IF(PEEK(V+31)AND1)=1THENGOSUB450:GO
SUB644:GOTO1004
1060 POKEV,X1:POKEV+1,Y1:POKE2040,BS
1062 BO=BO-10:IFBO<0THENBO=0
1064 GOTO1026
1099 REM******* SET UP BADDIES
1200 X2=158:X3=20:X4=92:X5=56:X6=158
1202 POKEV+16,8:Q=5
1204 POKEV+3,228:POKEV+5,186
1206 POKEV+7,146:POKEV+9,106
1208 POKEV+11,66:POKEV+13,146
1210 POKEV+15,66:POKEV+14,255
1212 POKEV+2,X2:POKEV+4,X6:POKEV+8,X2
1214 POKEV+6,X3:POKEV+10,X4:POKEV+12,X5
1216 DS=245:FORT=2041TO2046:POKET,DS:NEX
T:POKE2047,248
1218 FORT=V+40TOV+45:POKET,0:NEXT:POKEV+
46,2:RETURN
1219 REM******* MOVE BADDIES
1220 X2=X2+Q:X6=X6-Q:X3=X3-Q
1222 X5=X5+Q:X4=X4-Q
1224 IFX3<0THENX3=X3+255:POKEV+16,(PEEK(
V+16)-8)
1226 IFX3>255THENX3=X3-255:POKEV+16,(PEE
K(V+16)+8)
1228 IFX2>198ORX2<118THENQ=-Q
1230 POKEV+2,X2:POKEV+4,X6:POKEV+8,X2
1232 POKEV+6,X3:POKEV+10,X4:POKEV+12,X5
1234 FORT=2041TO2046:POKET,DS:NEXT:RETUR
N
1240 IF(COAND129)=129THEN1250
1242 IF(COAND1)=1THENGOSUB450:GOSUB644:G
OTO1004
1244 GOTO1038
1250 POKEV+21,129:POKEV,240:POKEV+16,0:P
OKEV+1,66
1251 GOSUB490:GOSUB400:GOSUB430:GOSUB490
1252 FORT=1TO10
1254 PRINT"(HOME)(DOWN)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)CONGRATULATIONS!!"
1256 FORS=1TO200:NEXTS
1258 PRINT"(HOME)(DOWN)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)                "
1260 FORS=1TO200:NEXTS:NEXTT:SC=SC+BO
1262 W1=FL*10:SC=SC+W1:PRINT"(CLR)":POKE
V+21,0
1264 GOTO264
1299 REM******* LEVEL 2 GRAPHICS
1300 LF=54272:DS=1024:GOSUB400
1302 DS=DS+200:FORT=0TO39:GOSUB410
1304 POKEDS+T,86:POKEDS+T+LF,7
1306 POKEDS+T-40,111:POKEDS+T-40+LF,10
1308 POKEDS+T+40,119:POKEDS+T+40+LF,10
1310 NEXT:IFDS<>1824THEN1302
1312 DS=1024
1314 DS=DS+200:FORT=7TO12:GOSUB410
1316 POKEDS+T,32:POKEDS+T-40,32
1318 POKEDS+T+40,32:NEXT
1320 DS=DS+200:FORT=16TO21:GOSUB410
1322 POKEDS+T,32:POKEDS+T-40,32
1324 POKEDS+T+40,32:NEXT
1326 DS=DS+200:FORT=3TO7:GOSUB410
1328 POKEDS+T,32:POKEDS+T-40,32
1330 POKEDS+T+40,32:NEXT
1332 FORT=31TO35:GOSUB410
1334 POKEDS+T,32:POKEDS+T-40,32
1336 POKEDS+T+40,32:NEXT
1338 DS=DS+200
1340 FORT=16TO20:POKEDS+T,32:GOSUB410
1342 POKEDS+T-40,32:POKEDS+T+40,32:NEXT
1344 GOSUB490:RETURN
1350 GOSUB490:PRINT"(CLR)":POKEV+21,0
1352 W=SC:SC=SC+BO
1354 PRINT"(WHT)(DOWN)(DOWN)(DOWN)(DOWN)
(DOWN)(DOWN)(DOWN)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)(RGHT)LEVEL 2"
1356 PRINT"(DOWN)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(LGRN)LIVES:(LR
ED)";FL
1358 PRINT"(DOWN)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(LGRN)SCORE:(LR
ED)";W
1360 PRINT"(DOWN)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(LGRN)BONUS:(LR
ED)";BO
1362 PRINT"(DOWN)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(LGRN)TOTAL:(LR
ED)";SC
1364 FORT=1TO2000:NEXT:RETURN
20000 REM***SONG********
20010 DATA6,6,0,7,9,11,9,9,0,-1
30000 REM*****AUSSIE RIGHT 1
30001 DATA0,0,0,0,84,0,0
30002 DATA88,0,0,104,0,0,124
30003 DATA0,21,48,0,25,168,0
30004 DATA25,184,0,25,184,16,25
30005 DATA127,240,25,85,80,21,168
```

```
30006 DATA0,4,168,0,21,84,0
30007 DATA0,168,0,0,168,0,0
30008 DATA160,0,0,128,0,0,64
30009 DATA0,0,64,0,0,80,0
30010 REM*****AUSS  RIGHT 2
30011 DATA0,0,0,0,84,0,0
30012 DATA88,0,0,104,0,0,124
30013 DATA0,21,48,0,25,168,0
30014 DATA25,184,0,25,184,16,25
30015 DATA127,240,25,85,80,21,168
30016 DATA0,4,168,0,21,84,0
30017 DATA0,168,0,0,160,0,2
30018 DATA128,0,22,128,0,16,0
30019 DATA0,0,0,0,0,0,0
30020 REM*****AUSS  LEFT 1
30021 DATA0,0,0,0,84,0,0
30022 DATA148,0,0,164,0,0,244
30023 DATA0,0,49,80,0,169,144
30024 DATA0,185,144,16,185,144,63
30025 DATA249,144,21,85,144,0,169
30026 DATA80,0,168,64,0,85,80
30027 DATA0,168,0,0,168,0,0
30028 DATA40,0,0,8,0,0,4
30029 DATA0,0,4,0,0,20,0
30030 REM*****AUSS  LEFT 2
30031 DATA0,0,0,0,84,0,0
30032 DATA148,0,0,164,0,0,244
30033 DATA0,0,49,80,0,169,144
30034 DATA0,185,144,16,185,144,63
30035 DATA249,144,21,85,144,0,169
30036 DATA80,0,168,64,0,85,80
30037 DATA0,168,0,0,40,0,0
30038 DATA10,0,0,10,80,0,0
30039 DATA16,0,0,0,0,0,0
30040 REM*****AUSS  UP
30041 DATA0,0,0,0,84,0,0
30042 DATA84,0,0,84,0,0,220
30043 DATA0,0,116,0,1,85,0
30044 DATA13,101,192,77,169,196,253
30045 DATA101,252,85,85,84,0,84
30046 DATA0,0,152,0,0,84,0
30047 DATA0,168,0,0,168,0,0
30048 DATA168,0,0,136,0,0,68
30049 DATA0,0,68,0,1,69,0
30050 REM*****AUSS  DOWN
30051 DATA0,0,0,0,84,0,0
30052 DATA100,0,0,168,0,0,252
30053 DATA0,0,116,0,3,171,0
30054 DATA3,171,0,67,171,4,255
30055 DATA171,252,85,169,84,0,168
30056 DATA0,0,168,0,0,84,0
30057 DATA0,168,0,0,168,0,0
30058 DATA168,0,0,136,0,0,68
30059 DATA0,0,68,0,1,69,0
30060 REM***AUSS  NAME #1****
30061 DATA0,0,0,1,80,0,15
30062 DATA244,0,58,173,0,42,169
30063 DATA64,47,251,64,45,91,64
30064 DATA45,11,64,45,11,64,42
30065 DATA171,64,42,171,64,47,251
30066 DATA64,45,91,64,45,11,64
30067 DATA45,11,64,45,11,64,45
30068 DATA11,64,52,13,0,16,4
30069 DATA0,0,0,0,0,0,0
30070 REM***AUSS  NAME 2
30071 DATA0,0,0,0,0,0,0
30072 DATA0,0,0,0,0,0,0
30073 DATA0,32,128,0,97,128,254
30074 DATA97,131,254,97,131,170,97
30075 DATA131,128,97,131,128,97,131
30076 DATA248,97,131,254,97,130,254
30077 DATA97,128,174,97,128,14,97
30078 DATA128,14,85,131,254,85,131
30079 DATA248,42,130,160,0,0,0
30080 REM***AUSS  NAME 3
30081 DATA0,0,0,0,0,0,0
30082 DATA0,0,0,0,0,0,0
30083 DATA0,0,0,0,42,69,87
30084 DATA170,69,87,149,79,127,144
30085 DATA0,112,144,0,112,169,0
30086 DATA112,170,64,112,106,64,112
30087 DATA22,64,112,2,64,112,2
30088 DATA64,112,170,69,87,169,5
30089 DATA87,84,15,255,0,0,0
30090 REM***AUSS  NAME 4
30091 DATA0,0,0,0,0,0,0
30092 DATA0,0,0,0,0,63,192
30093 DATA0,170,192,0,170,192,0
30094 DATA190,192,0,176,192,0,176
30095 DATA0,0,191,0,0,171,0
30096 DATA0,171,0,0,191,0,0
30097 DATA176,192,0,190,192,0,170
30098 DATA192,0,170,192,0,0,0
30099 DATA0,0,0,0,0,0,0
30100 REM***ALIEN SHIP 1
30101 DATA0,0,0,0,0,0,0
30102 DATA0,0,128,0,8,32,0
30103 DATA32,8,0,128,1,85,0
30104 DATA7,255,64,31,255,208,85
30105 DATA85,84,102,102,100,85,85
30106 DATA84,31,255,208,7,255,64
30107 DATA1,85,0,0,0,0,0
30108 DATA0,0,0,0,0,0,0
30109 DATA0,0,0,0,0,0,0
30110 REM***ALIEN SHIP 2
30111 DATA0,0,0,0,0,0,0
30112 DATA0,0,0,0,0,32,0
30113 DATA32,8,0,128,2,2,0
30114 DATA1,85,0,5,85,64,21
30115 DATA253,80,22,170,80,21,253
30116 DATA80,21,85,80,1,85,0
30117 DATA0,0,0,0,0,0,0
30118 DATA0,0,0,0,0,0,0
30119 DATA0,0,0,0,0,0,0
30120 REM***ALIEN SHIP 3
30121 DATA0,0,0,0,0,0,0
30122 DATA0,0,0,0,0,0,0
30123 DATA0,8,0,128,2,2,0
30124 DATA0,136,0,1,85,0,5
30125 DATA85,64,5,253,64,5,85
30126 DATA64,1,85,0,0,0,0
30127 DATA0,0,0,0,0,0,0
30128 DATA0,0,0,0,0,0,0
30129 DATA0,0,0,0,0,0,0
30130 REM***ALIEN SHIP  4
30131 DATA0,0,0,0,0,0,0
30132 DATA0,0,0,0,0,0,0
30133 DATA0,0,0,0,2,2,0
30134 DATA0,136,0,0,32,0,0
30135 DATA84,0,1,117,0,0,84
30136 DATA0,0,0,0,0,0,0
30137 DATA0,0,0,0,0,0,0
30138 DATA0,0,0,0,0,0,0
30139 DATA0,0,0,0,0,0,0
30150 REM****DROID #1
30151 DATA0,52,0,3,119,0,55
30152 DATA119,64,119,119,0,55,119
30153 DATA64,3,119,0,0,48,0
30154 DATA0,48,0,0,252,0,0
30155 DATA84,0,0,84,0,0,252
30156 DATA0,0,84,0,0,84,0
30157 DATA0,252,0,0,84,0,10
30158 DATA170,128,36,68,96,145,17
30159 DATA24,36,68,96,10,170,128
30160 REM****DROID #2
30161 DATA0,84,0,3,255,0,3
30162 DATA71,0,3,71,0,3,71
30163 DATA0,3,255,0,0,116,0
30164 DATA0,48,0,0,84,0,0
30165 DATA252,0,0,84,0,0,84
30166 DATA0,0,252,0,0,84,0
30167 DATA0,84,0,0,252,0,10
30168 DATA170,128,36,68,96,145,17
30169 DATA24,36,68,96,10,170,128
30170 REM****DROID #3
30171 DATA0,52,0,3,119,0,7
30172 DATA119,112,3,119,116,7,119
30173 DATA112,3,119,0,0,48,0
30174 DATA0,48,0,0,84,0,0
30175 DATA84,0,0,252,0,0,84
30176 DATA0,0,84,0,0,252,0
30177 DATA0,84,0,0,84,0,10
30178 DATA170,128,36,68,96,145,17
30179 DATA24,36,68,96,10,170,128
30180 REM****FOSTERS
30181 DATA0,40,0,2,150,128,41
30182 DATA85,104,149,85,86,169,85
30183 DATA106,150,150,150,149,105,86
30184 DATA189,85,126,191,215,254,47
30185 DATA255,248,47,255,248,47,255
30186 DATA248,11,255,224,11,255,224
30187 DATA11,255,224,11,255,224,11
30188 DATA255,224,11,255,224,11,255
30189 DATA224,11,255,224,10,170,160
30190 REM****SHEILA
30191 DATA0,0,0,0,0,0,0
30192 DATA0,0,0,168,0,0,234
30193 DATA0,0,234,0,0,250,128
30194 DATA0,50,128,0,86,160,0
30195 DATA116,160,0,244,32,15,212
30196 DATA0,0,84,0,0,168,0
30197 DATA1,85,0,1,85,0,5
30198 DATA85,64,5,85,64,0,204
30199 DATA0,0,204,0,2,168,0
```

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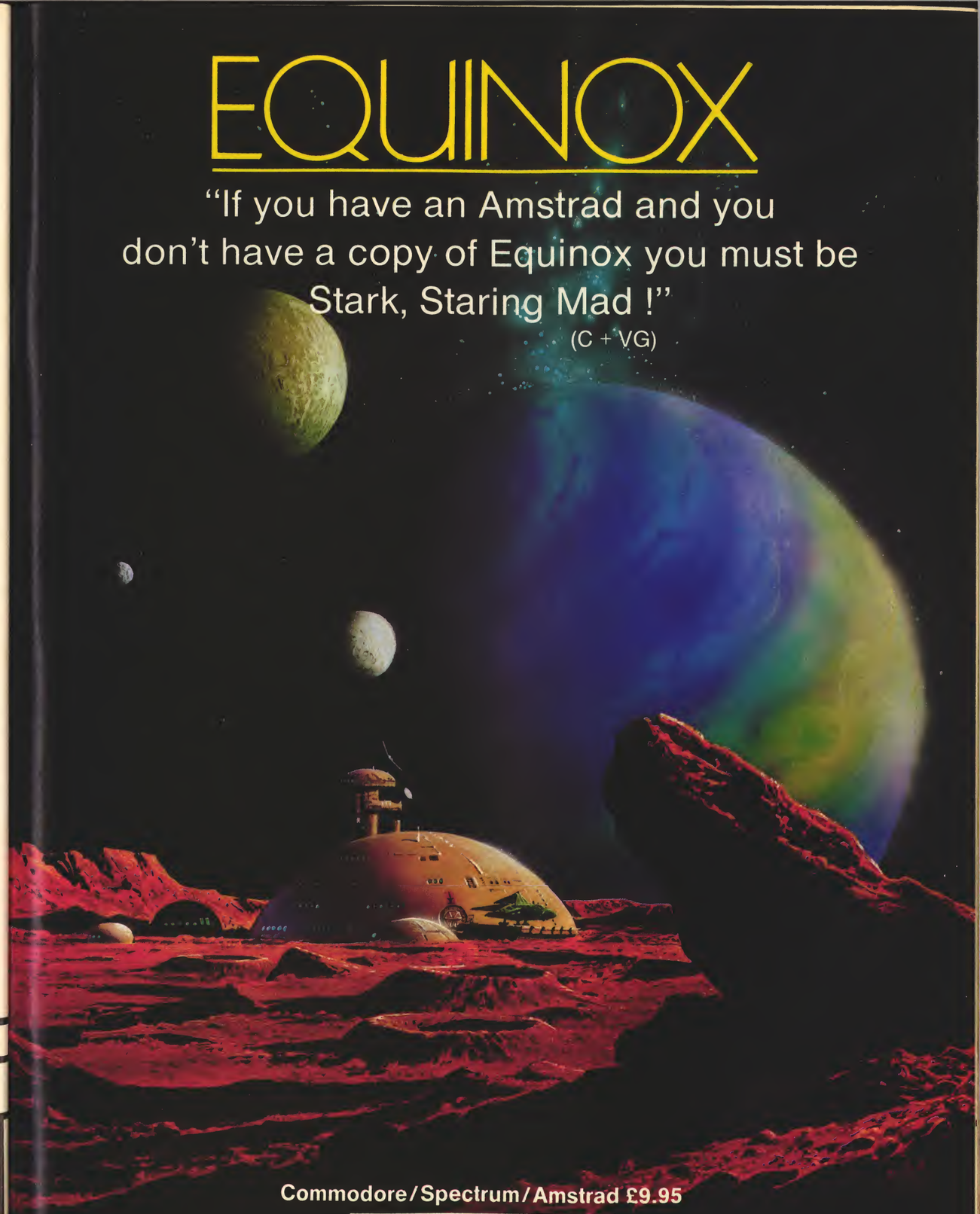

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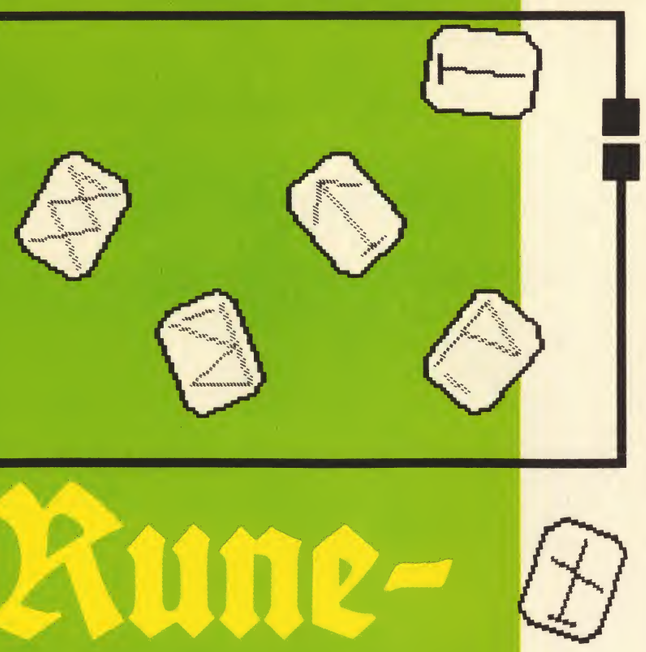

Rune-caster

by David Muir

Many computer adventures contain references to 'Runes' as does the classic Tolkien book, 'The Lord of the Rings'. But what were the Runes?

They were the written language of the Icelandic and Northern European peoples — including the Vikings. They look nothing like the letters of our alphabet which are of Arabic origin.

They were invented by the Shaman — a sort of Druid — who saw their shapes in patterns made by twigs and branches of trees. One of the major uses of the Runes was in telling the future. For this, the Runes were carved on blocks of wood and cast on a cloth.

My program simulates a fortune-telling method that might have been used by a Shaman. The 25 Runes are kept in a bag and 9 drawn out at random. These are then 'thrown' one at a time onto the cloth. Finally, information on how it interpret each Rune is displayed: this depends on the Rune, the way it falls, position and relation to other Runes.

The program includes full instructions. it is intended as an amusing game — don't take the results seriously! Life for the Viking was mostly a grim, hard struggle, and the Runes tend to reflect this.

The program

To keep the program to a reasonable length, I have removed al REM statements and shortened all variable names to 2 characters maximum.

The most interesting part of the program is the drawing of the runes at different angles in the plane of the paper. Data for drawing each rune upright is held amongst the data statements. Data for each line consists of 4 parts — Move relative x1, y1: Draw relative x2, y2. "Move relative" is actually equivalent to a "Draw relative" command using an invisible ink. So both commands can be thought of as drawing lines.

These lines are manipulated by the Defined Functions in line 80 according to the angle the tune is to be turned through. (This is why relative rather than absolute commands are used). In the Defined function statements — an is the angle in degrees, m is the scale, and ax/ay the data for the realative move or draw.

A large number of arrays are used as follows:—

ps(24,2)	Runes can fall on a 5 by 5 grid. This array gives the x, y co-ordinates for each square and its importance
re(7,3)	Data to draw the edges of a rune (8 lines)
rc(24,6,3)	Date to draw the lines of each rune. (The number of lines varies — so seven lines — the max-imum — has been used. For less lines, the data statements are ended with zeros
t(24,1)	Old Norse and English titles of runes
w(24,2)	Meanings of runes — upright, sideways or upside down
n(8)	Which of 24 runes selected for each of 9 runes
m(8)	Position on gird/ importance selected for each of 9
d(8)	Rune upright, sideways or down (1,0,-1) for each of 9
f(8)	Rune face up or down for each of 9

Breakdown

30-70	subroutines
80-120	print title, set up
130-170	choose runes
180-230	casting the runes
240-320	interpreting the runes
330-370	data for symbols, title and bag picture
380-470	data for rune border and rune drawings
480	data positions and importance
490-650	data rune names and meanings
670-710	instructions
720-730	fill out arrays (while instructions are read)

```
10 'RUNE CASTER   by   David Muir
20 KEY 128,"mode 2:paper 0:pen 1:cls:lis
t"+CHR$(13):GOTO 80
30 CLS#2:PRINT#2," PRESS ANY KEY";CHR$(7
)
40 WHILE INKEY$<>"":WEND
50 WHILE INKEY$="":WEND:RETURN
60 FOR j=0 TO 7:MOVER FNax(m,an,e(j,0),e
(j,1)),FNay(m,an,e(j,0),e(j,1)):DRAWR FN
ax(m,an,e(j,2),e(j,3)),FNay(m,an,e(j,2),
e(j,3)),1:NEXT:RETURN
70 rn=n(i):FOR j=0 TO 6:MOVER FNax(m,an,
c(rn,j,0),c(rn,j,1)),FNay(m,an,c(rn,j,0)
,c(rn,j,1)):DRAWR FNax(m,an,c(rn,j,2),c(
rn,j,3)),FNay(m,an,c(rn,j,2),c(rn,j,3)),
co:NEXT:RETURN
80 DEFINT A-R:DEFSTR T-Z:DEF FNax(m,an,a
x,ay)=m*COS(an*PI/180)*ax-m*SIN(an*PI/18
0)*ay:DEF FNay(m,an,ax,ay)=m*SIN(an*PI/1
80)*ax+m*COS(an*PI/180)*ay
```



```
90 DIM e(7,3),c(24,6,3),m(8),d(8),n(8),p
(24,2),t(24,1),w(24,2),f(8):MODE 0:INK 0
,24:INK 1,2:INK 2,18:INK 3,11:PEN 1:PAPE
R 0:BORDER 24:CLS
100 RESTORE 330:FOR i=8 TO 14:FOR j=6 TO
 15:LOCATE j,i:READ d0:PRINT CHR$(d0);:N
EXT:NEXT:GOSUB 40:CLS:GOSUB 670
110 BORDER 13:PAPER 0:CLS:WINDOW#1,26,40
,1,25:PAPER#1,3:PEN#1,1:CLS#1:WINDOW#2,2
6,40,24,25:PEN#2,2:PAPER#2,3:CLS#2:RESTO
RE 370:FOR i=249 TO 255:READ d0,d1,d2,d3
,d4,d5,d6,d7:SYMBOL i,d0,d1,d2,d3,d4,d5,
d6,d7:NEXT
120 LOCATE 30,13:RESTORE 340:FOR i=1 TO
155:READ d0:PRINT CHR$(d0);:NEXT:x="":y=
x:FOR i=1 TO 12:READ d0,d1:x=x+CHR$(d1):
y=y+CHR$(d0):NEXT
130 PRINT#1," CHOOSING  THE";CHR$(13);CH
R$(10);"      RUNES":g=0:hh=64:FOR h=4 TO
 10 STEP 3:FOR i=28 TO 36 STEP 4:hh=hh+1
:PRINT#2,"   PRESS '";CHR$(hh);"'":PRINT
#2,"TO CHOOSE RUNE";CHR$(7);:k=0:WHILE I
NKEY$<>"":WEND
140 w=UPPER$(INKEY$):IF w>"Z" OR w<"A" T
HEN k=k+1+25*(k=24):GOTO 140:ELSE IF w<>
CHR$(hh) THEN k=k+1+25*(k=24):GOTO 140
150 n(g)=k:ch=0
160 IF g=0 THEN 170 ELSE FOR j=0 TO g-1:
ch=ch+(n(g)=n(j)):NEXT:IF ch<>0 THEN k=k
+1+25*(k=24):GOTO 150
170 g=g+1:PAPER 3:LOCATE i,h:PRINT USING
 "&";y;:NEXT:NEXT:CLS#2:PRINT#2,CHR$(7);
" PRESS ANY KEY";CHR$(13);CHR$(10);"  TO
 CONTINUE":GOSUB 40
180 LOCATE#1,1,1:PRINT#1,"    CASTING
";:PRINT#1,"   THE RUNES";:PRINT#1,"   O
NE BY ONE":h=1:hh=28:FOR i=0 TO 8
190 h=h+3:hh=hh-4*(h=13):h=h+9*(h=13)
200 PRINT#2,"   PRESS '";CHR$(65+i);"'";
:PRINT#2,"TO  CAST  RUNE";CHR$(7):k=0:an
=0:WHILE INKEY$<>"":WEND
210 w=UPPER$(INKEY$):IF w>"Z" OR w<"A" T
HEN k=k+1+50*(k=49):an=an+5+370*(an=360)
:GOTO 210:ELSE IF w<>CHR$(65+i) THEN k=k
+1+50*(k=49):an=an+5+370*(an=360):GOTO 2
10:ELSE CLS#2
220 IF k>24 THEN f(i)=-1:k=k-25
230 m(i)=k:LOCATE hh,h:PRINT USING "&";x
;:MOVE p(m(i),0),p(m(i),1):m=1:GOSUB 60:
MOVE p(m(i),0),p(m(i),1):m=1:co=2-f(i):G
OSUB 70:d(i)=-1*(an>300 OR an<60)+(an>12
0 AND an<240):NEXT
240 CLS#1:PRINT#1,"  THE MEANINGS":GOSUB
 30:CLS#1
250 FOR i=0 TO 8:CLS#1:MOVE 456,328:m=2:
an=0:co=2+f(i):GOSUB 60:MOVE 456,328:GOS
UB 70:LOCATE#1,9,1:PRINT#1,USING "&";t(n
(i),0);:LOCATE#1,9,3:PRINT#1,USING "&";t
(n(i),1);
260 LOCATE#1,9,5:PRINT#1,"FACE":LOCATE#1
,9,6:IF f(i)=0 THEN PRINT#1,"DOWN" ELSE
PRINT#1,"UP"
270 LOCATE#1,1,10:PRINT#1,"IMPORTANCE";:
IF n(i)=0 THEN PRINT#1:PRINT#1,"MAXIMUM"
ELSE PRINT#1,p(m(i),2):PRINT#1," OUT OF
10"
280 PRINT#1:PRINT#1,"RUNE ";:IF d(i)=1 T
HEN PRINT#1,"UPRIGHT ":PRINT#1,"GOOD ";:
ELSE IF d(i)=0 THEN PRINT#1,"SIDEWAYS":P
RINT#1,"NORMAL ";:ELSE PRINT#1,"INVERTED
":PRINT#1,"BAD ";
290 PRINT#1,"MEANING":PRINT#1:PRINT#1,w(
n(i),1-d(i)):PRINT#1:PRINT#1,"INTERPRET
WITH":k=0:FOR j=0 TO 8:IF j<>i THEN IF m
(i)=m(j)  THEN k=k+1:PRINT#1,t(n(j),0)
300 NEXT:IF k=0 THEN PRINT#1,"NO OTHERS"
310 GOSUB 30:NEXT:CLS#1:CLS#2:PRINT#1,"R
E-RUN?      (R)";:PRINT#1,"CAST AGAIN? (C
)";:PRINT#1,"FINISH       (F)";
320 w=UPPER$(INKEY$):IF w="R" THEN 250:E
LSE IF w="C" THEN CLS:GOTO 110:ELSE IF w
="F" THEN END:ELSE 320
330 DATA 32,214,143,143,143,143,143,143,
215,32,214,212,32,32,32,32,32,32,213,215
,143,32,32,82,85,78,69,32,32,143,143,32,
32,32,32,32,32,32,32,143,143,32,67,65,83
,84,69,82,32,143,213,215,32,32,32,32,32,
32,214,212,32,213,143,143,143,143,143,14
3,212,32
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4,0,48,0,0,32,-12,0,0,-32,-12,0,0,32,-24
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410 DATA -16,-24,0,48,0,-24,32,-24,-24,0
,16,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,-1
6,-24,32,48,-32,0,32,-48,-24,0,16,0,0,0,
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440 DATA 0,24,0,-48,-16,48,16,-16,0,0,16
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,280,8,280,280,6,360,280,3,40,200,4,120,
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120,3,120,120,6,200,120,8,280,120,6,360,
120,3,40,40,2,120,40,3,200,40,4,280,40,3
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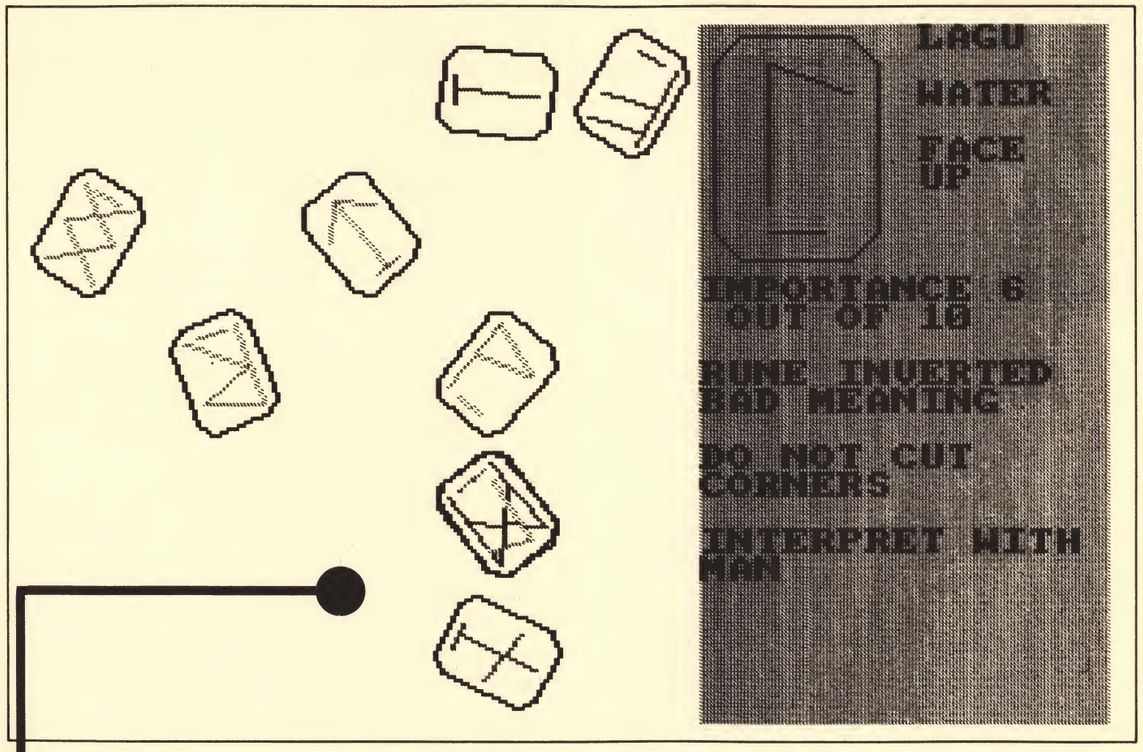
FFORT,GREAT CHANGES -MAKE THE BEST OF T
HIS TIME,MISFORTUNE CANNOT BE A
VERTED,PROSPERITY AND COMFORT,CONFIDENCE
AND SECURITY,LOSS OF MONEY/ POSSESSIONS
,TIME TO PUSH FORWARD WITH AMBITIOUS
PLANS
520 DATA LITTLE GOALS ACHIEVED
530 DATA VITALITY AND STRENGTH AT LOWE
BB,SUCCESSFUL STRUGGLE TO OVERCOM
E DIFFICULTIES,WORRYING PROBLE
MS,WORRIES MAY LEAD TO ILLNESS,PROMOT
ION OR FAVOURABLE COMMUNICATION,A
LETTER / NEWS,BAD NEWS/FALL FROM FAVOUR
540 DATA OUTTINGS OR JOURNEYS F
AVOURED,TOOLS OR TRANSPORT USED TO
THE FORE,BEWARE ACCIDENT/BREAKDOWN,FULL
OF REALLY BRIGHT IDEAS GOOD JUDGEMENT

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,360,40,2
490 DATA WYRD,FATE,FEOH,CATTLE,UR,AUROCH
S,THORN,THORN,OS,MOUTH,RAD,RIDING,CEN,TO
RCH,GYFU,GIVING,WYN,JOY,HAEGL,HAIL,NYD,N
EED,IS,ICE,GER,SEASON,EOH,YEW,PEORTH,MUS
IC,,,SIGEL,SUN,TIR,STAR,BEORC,BIRCH,EH,H
ORSE,MAN,MAN,LAGU,WATER,ING,UNKNOWN
500 DATA ETHEL,HOME,DAEG,DAY
510 DATA GOOD FORTUNE COMES WITHOUT E
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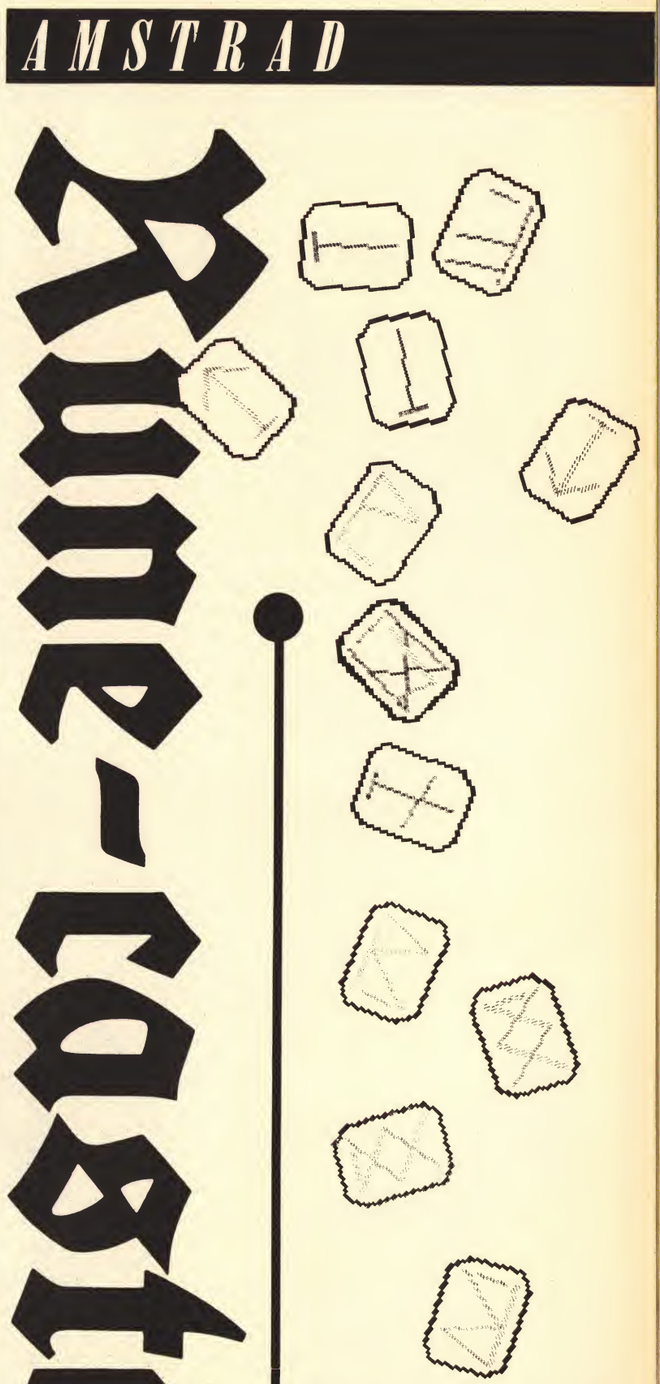
,USEFUL IDEAS AND CLEAR THINKING,
MUDDLED THINKING AND DECISIONS
550 DATA TIME TO GIVE ORRECEIVE GIFTS/ I
NHERITANCE,A SMALL GIFT,MISERLINESS OF P
OSSESSIONS OR EMOTIONS,JOY GOOD HEALTHAN
D VITALITY NOW,QUIET JOYS AND SMALL PL
EASURES,GRIEF AND SADNESS,GREAT CHA
NGES WILL BE FORTUNATE
560 DATA SMALL CHANGES,UNEXPECTED AND BA
D CHANGES,MAJOR AMBITION IS REALIZED
570 DATA NEED TO PLAN AHEAD CAREFULLY,
SELF-NEGLECT THOUGHTLESSNESS,A TOWER O
F STRENGTH TO THOSE AROUND YOU,
SELF-CONTROL,EGOTISM OR LONELINESS,R
EAPING ALL THEBENEFITS OF PRIOR WORK/
PLANNING,REST AFTER LABOUR
580 DATA POVERTY AND LEAN TIMES,GOOD
ADVICE FROM OTHERS
590 DATA ELDERLY PEOPLE,PEOPLE ARE A B
URDEN,A GOOD TIME TO PURSUE HOBBIES,PLEA
SURE AND DISTRACTION,TOO MUCH SELF- IN
DULGENCE,TAKE WHAT IS YOURS OR OWED Y

86

OU,HANDLE WITH CARE,OVER-HASTY AC
TIONS WILL BEDISASTROUS
600 DATA YOU COME TO THEFORE AS A L
EADER,YOUR ACTIONS NOW WILL BE SUCC
ESSFUL,SUCCESS IS ONLYTEMPORARY,IDEALISM
AND INTEGRITY,A STEADFAST FRIEND,I
MMORALITY OR AFICKLE PERSON,A GOOD WOMAN
,A WOMAN,A BAD WOMAN
610 DATA THE PLEASURE OFACHIEVEMENT ANDM
ASTERY,A TRIP OR OUTTING,WEARISOME
LABOUR,A GOOD MAN,A MAN,A BAD MAN,A
LEGAL MATTER OR RULES IN YOUR FAVOUR
,LAWS AND RULES TO THE FORE,DO NOT CUT
CORNERS,SUDDENLY YOUR WAY IS CLEAR T
OYOU
620 DATA YOU KNOW WHERE YOU ARE GOING,GO
FORWARD CAUTIOUSLY STEPBY STEP,PLEA
SURABLE HOMELIFE OR NEWHOME,HOME OR
HOMELIFE TO THE FORE,UNPLEAS
ANT JOURNEY OR MOVE,SUCCESSFUL U
NDERTAKINGS,GENERAL SMALL GOOD LUCK
630 DATA RUN OF MINOR BAD LUCK,YOUR AC
TIONS NOW WILL BE SUCCESSFUL,SUCCESS IS
ONLY TEMPORARY,IDEALISM AND INTEGRITY,A
STEADFAST FRIEND,IMMORALITY OR A FICKLE
PERSON,A GOOD WOMAN,A WOMAN,A BAD WOMAN,
THE PLEASURE OF ACHIEVEMENT AND MASTERY
640 DATA A TRIP OR OUTTING,WEARISOME LAB
OUR,A GOOD MAN,A MAN,A BAD MAN,A LEGAL M
ATTER OR RULES IN YOUR FAVOUR,LAWS AND R
ULES TO THE FORE,DO NOT CUT CORNERS,SUDD
ENLY YOUR WAY IS CLEAR TO YOU,YOU KNOW W
HERE YOU ARE GOING,GO FORWARD CAUTIOUSLY
STEP BY STEP
650 DATA PLEASURABLE HOMELIFE OR NEW HOM
E,HOME OR HOMELIFE TO THE FORE,UNPLEASAN
T JOURNEY OR MOVE,SUCCESSFUL UNDERTAKING
S,GENERAL SMALL GOOD LUCK,RUN OF MINOR B
AD LUCK
660 DATA -16,-32,-8,8,0,0,0,48,0,0,8,8,0
,0,32,0,0,0,8,-8,0,0,0,-48,0,0,-8,-8,0,0
,-32,0
670 MODE 1:CLS:PRINT " METHOD":PRINT:
PRINT"RUNES WERE THE ANCIENT WAY OF DIVI
NATIONEMPLOYED BY THE GERMAN ICELANDIC A
ND THESCANDINAVIAN PEOPLES. USUALLY,THES
E RUNELETTERS WERE CARVED ON WOODEN BLOC
KS."
680 PRINT" THE NUMBER OF RUNES USED V
ARIES, ANDTHE METHOD OF CASTING THE RUNE
S. MY OWNMETHOD USES 25 RUNES.":PRINT"
9 RUNES ARE FIRST CHOSEN FROM A BAG,A
ND THEN THEY ARE THROWN ONTO A SHEET."
690 PRINT" 'WYRD' IS THE MOST POWERFU
L RUNE. ITINDICATES FORCES WHICH DICTATE
EVENTS.":PRINT" UPRIGHT RUNES ARE FO
RTUNATE, UPSIDE-DOWN RUNES ARE UNFORTUNA
TE, AND RUNES ONTHEIR SIDE ARE AVERAGE."
700 PRINT" FACE DOWN RUNES (PALE INK)
ARE OFTENHIDDEN INFLUENCES, FOR OUR GOO
D OR EVIL,OF WHICH WE ARE UNAWARE.":PRIN
T" RUNES CENTRAL ON THE SHEET HAVE MO
REINFLUENCE THAN THOSE AT THE EDGE."
710 PRINT" RUNES CAN FALL ON TOP OF E
ACH OTHER.THEN THEIR MEANINGS ARE COMBIN
ED AND THEIMPORTANCE IS INCREASED.":PRIN
T" (PRESS ANY KEY)"
720 RESTORE 480:FOR i=0 TO 24:READ p(i,0
),p(i,1),p(i,2):NEXT:FOR i=0 TO 24:FOR j
=0 TO 1:READ t(i,j):NEXT:NEXT:t(15,0)="E
OLH-"+CHR$(10)+STRING$(5,8)+"SECG":t(15,
1)="EEL-"+CHR$(10)+STRING$(4,8)+"GRASS"
730 FOR i=0 TO 24:FOR j=0 TO 2:READ w(i,
j):NEXT:NEXT:RESTORE 380:FOR i=0 TO 7:FO
R j=0 TO 3:READ e(i,j):NEXT:NEXT:FOR h=0
TO 24:FOR i=0 TO 6:FOR j=0 TO 3:READ c(
h,i,j):NEXT:NEXT:NEXT:GOSUB 50:CLS:RETUR
N

AMSTRAD



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THE GREAT ADVENTURE GAME

Ever played Commando or Who Dares Wins II? In a secluded area of woodland in darkest Kent, games like this are played out for real. Mike Roberts went to have a look at what 'The Great Adventure Game' is all about.

Imagine the scene, get 20 ordinary people, dress them up in camouflage overalls, give them automatic weapons, and tell them to shoot each other! This is the basis of one of the newest sports to come to Britain from the forests of Canada.

On a wet and miserable Sunday afternoon I eventually found the meeting place and car park, the directions were almost an adventure in themselves. A notice informed 'latecomers' that we have to find the post with a white cross on it and wend our weary way through some woods for about half a mile. After negotiating the mud and the puddles the main admin area could be seen — this consisted of some tables and a very well equipped ex-army tent full of all the necessary equipment. It was there that I met the boss of this branch of the game.

Nigel Lacey is an ex-army man (a bit like the tent I suppose), and this kind of activity is just his cup of tea. 'Here are the rules', he commanded, and proceeded to reel off a short list (about ten I think) of rules of the game.

The game is basically 'capture the flag., two teams are at opposite ends of a small (a bit bigger than the size of a football pitch — plenty big enough!) wood. Each has a base with a small pennant on it. The idea of the game is to pinch your opponents' pennant and return it to your own base.

Rambo Roberts lays in wait (with no ammo in his gun!)

This may not be as easy as it sounds, as everybody is armed with automatic, gas propelled marker pistols. If you get marked, you are out of the game for a 15 minute penalty period — quite serious as each game lasts about an hour.

Safety is paramount on the field, as Nigel continued the talk about the dos and don'ts. 'Keep your visor down at all times' — very important, a bullet can take out an eye without a visor, 'the first time you get sent off the field, on your second offence you get sent home', strong words, but the game is realistic enough without having real casualties.

The 200 guns look like the type out of the film 'Blade Runner', largish things, but not so heavy that you can't swing them about when the time is right. These guns take a CO2 cylinder in the pistol grip, these are slightly larger than the sort you find in soda syphons. These can propel one of the pellets with extreme accuracy (I can still feel some of them as I write this — ouch!) over a range of up to 50 yards. The pellets themselves are loaded into a spring loaded magazine that can hold up to eight shots at a time. The gun fires automatically, pull the trigger and one flies off, pull it again and another goes, nothing to cock or relaod. The pellets themselves are about the size of marbles and explode on contact with their intended victim — splattering him with red dye, very messy, but it serves to show who shot who.

The quick reading of the rules end with a note about firing pellets off indescrimately and, 'no executions, so don't tie somebody to a tree and start taking potshots at them.!' Shame really, perhaps there could be a small exception in the case of our accounts department ....

Everybody can then learn to load and fire their new weapons at the firing range on site — well away from the main game area and the admin tent/meeting place. Learning to load in a hurry is extremely important in a game like this, every second counts.

I've already explained about the gun, but there is lots of other equipment as well You get camouflage overalls that fit over ordinary clothes, this helps you to hide away in the undergrowth without sticking out like a sore thumb. A wide belt that holds the gun holster and a pouch that can hold five tubes of eight pellets. And a face visor, the face visor is a lightweight eye protector along with a wire grill protecting the rest of your face.

The game has two umpires, in contact with each other via two-way radio, wearing day-glow sashes so nobody shoots them. You might think that perhaps that wouldn't stop you, especially after a bad decsion — but I bet that this is the only game you'll find where the referees are armed!

Now it was time to start, joining the blue team with my trusty photographer ambling along behind me (complete with the flourescent sash to stop him being shot at). However, 30 seconds into the woods and I've lost him! But never mind, easy come easy go. We all gather around our flag, the umpire starts talking on his radio, 10, 9, 8, ... 3, 2, 1, gamestart. What do we do now? 'Pair up, leave one pair here to defend the base, and the rest of us go out and find them' some bright spark suggested.

That sounded like a good move, so I joined up with someone and we dashed off (keeping low of course) in the (very) general direction of the enemy encampment. Creeping along behind a row of bushes, we had our first contact with the enemy. A red team member was directly ahead of us hiding behind a bush. My partner signalled me to move out to the right flank. I squeezed off my first shot at him (blam!) and peered cautiously around the tree that I was hiding behind to see if I had got him, by way of reply I heard blam, blam, blam, blam, blam, blam, blam, blam, as he emptied his whole magazine into me and I was out of the game for a while with hits on the upper thigh (which hurt) head (which didn't due to the visor), neck. (which hurt a lot), and shoulder (which felt like somebody had just ripped it off). Now I know what Dirty Harry's victim's feel like! And I thought it was such a simple game.

No climbing trees, no executions, Nigel Lacey explains the rules.

Go on ... Make my day

Duck!

When you're shot, your pennence is to wander back to the admin area and wait around for a while, In this time you can wash off all the dye that's left and clean your gun. You also get a welcome breather and a chance to rearm your gun.

Meanwhile I met some people who had alredy been shot, 'Your *?*?* photographer'. somebody yelled, and followed with a lost of things that my photographer had done whilst calmly wandering around the play field.

Anyway, by the time my penalty period was up the reds had pinched the flag and the game was over. Five minutes later another game started. The Game is played from about 9.30 am until around half past four in the afternoon, and a game has a maximum time limit of one hour. Any longer than this and it is probably a stalemate situation anyway. So you get six to eight games in a day — which is enough for anyone.

This time the two teams swopped bases and we got the 'village'. The village is a small clearing in the woods with some corrugated iron structures in it along with some old oil drums. The flag is right in the middle of this. An excellent defensive position, plenty to hide behind, they'd have no chance of getting it. So what does somebody suggest as our strategy? 'Let's all rush them!' 'yeah', yells everybody but me, I have a few worries about this particular tactic, Like, just who or what is supposed to be defending our flag?

So all eight of us charge through the wood down one of the paths, making as much noise as a herd of elephants, with your roving reporter well to the rear so that any pellets have as good a chance as possible to hit the other seven people.

As we get suitably near to the enemy base, everybody splits up and acts a bit quieter. Suddenly I see a flash over to one side. It's my jolly photographer again, I wonder what he's taking pictures of? So two of us rush down this ditch and position ourselves right in front of them looking something out of the first world war, standing in our trenches.

It turns out that there's two of them. One takes cover at the end of the trench and almost has me cold, but there's a tree in the way. The other combatant is directly in front of us behind some bushes. My partner sees some other targets and whizzed off down the trench to get them. That was the last I saw of him, and I thought we were on the same team.

Suddenly the second enemy makes his move and jumps up into a crouching position and makes a run towards me. Blam, blam, blam — 'OK, OK, you got me' he says trying to look through the mess of red dye all over his helmet and wipe all the goo off his hands. I had broken my duck at last.

Now this is where the fun starts. One on one. I know where he is and he knows where I am, who's going to crack first!

Unfortunately I had run out of ammo, to reload your gun, you turn a knurled knob, withdraw the magazine,which sits parallel to the barrel. You can then pour a tube of eight pellets into the gun, insert the magazine (along with an accompanying creaking noise of the spring that any enemy can hear for miles around — it's almost like sticking up a big sign saying, 'I am out of ammo, please shoot me'!

Whilst I was busily reloading and hoping that nobody would shoot me when I was unarmed. My ambling photographer started marching straight towards me! (Though afterwards he said that he didn't know that it was me, absolute rubbish, once again he very nearly gets shot as both teams decide to join forces against the common enemy.

Meanwhile this bod that I'm trying to get at is moving around me. Wishing to avoid my photographer and any bullets that may come my way I wandered down to the end of the ditch. Just in time to see my enemy stretched out on the ground about 10 yards in front of me. Though he was behind some bushes and lying very flat. He obviously couldn't see me, should I risk a shot and possibly give myself away or go for it.

The blood lust in me won out and I fired, blam — too high. Blam — got him, around shoulder height, but I couldn't see a mark. occasionally the capsule doesn't burst, is the angle is too oblique it will just bounce off. I thought that this had happened so I fired another shot, aiming more to the left this time, blam — 'ouch, my bum!' came the reply, obviously I'd got him. Turned out I'd also got him the first time, but he didn't have time to react, and I certainly wasn't sticking around. I remember what happened last time I tried that.

After two more kills to my credit, the whistle blew signalling game over. The reds won (again). It seems that whilst we wiped out eight of their team of nine and four of our team got to what we though was their base, the umpires had moved their base. During all the confusion one of their team had ambled into our camp and nipped back with the flag. "I couldn't believe it', he later said, 'no defender or anything, on the way back my visor kept steaming up with the worry, I thought that loads of you would jump me any minute'. Obviously none of us did!

The umpires are liable to change the postions of the camps at any time. Just to throw you a bit. And during the day we changed the area of forest that we were playing in. If I had time and space I would tell you about all the other games we had. But, instead here is a quick resume of some of the more interesting incidents.

Fifteen feet from the enemy camp after wiping out three of their defenders, somebody got a clear shot at me. So I sat down heavily and shot her with my last two rounds. Unfortunately she had a friend, who decided to rush me after she saw that I was reloading. Ever noticed that

Going . . . Going . . . Gone, the blue flag disappears yet again.

under stress you tend to be all fingers and thumbs? First I put all the bullets down the barrel, then I dropped them all on the floor! Luckily I had the presence of mind to just pick up the nearest to pellets, and to manually hold the magazine in. Also luckily she didn't notice that I was re-armed — so I shot (she noticed that!).

Once in the village I had got into the middle of it and was hiding behind a small building. On the opposite side of the building was a defender and there was a defender to each of his sides as well. I peer out from behind one side of the building — only to see my photographer in the way. So I move to look out of the other side. There I see a defender almost sitting in the open, and what is in my direct line of fire — yes, you've guessed it — my photographer again, it wouldn't be so bad if he was taking pictures, but he was just standing there looking like a melon wondering when something interesting would happen. It did, he moved out of the way just in time for the defender to shoot me in the shoulder!

In the last game I was defending the vilage and was playing cat-and-mouse around the undergrowth outside the main clearing. Chasing around two attackers. In the end I dashed into the safety of the village and hid behind an oil drum, where I found that I had no ammo at all!

After half an hours defending later (without firing a shot) I discovered that my gun had jammed as well. Luckily I got it sorted out for the final showdown.

At the end of the game we discovered that most of the defenders had no ammo at all — that's why they elected to stay and defend rather than go on the attack! I wondered why it was a bit quiet: Didn't half make the red team sick when we told them later though!

At the end of the day the score was that we lost five, drew one, and won one. but who cares about scores, in this game playig the game is all that counts.

The Great Adventure Game started four years ago in the Candadian forests, and in its first year attracted over 32,000 players. The game is growing fast over here as well. Currently there are four sites Kent, Sussex, surrey and Hertfordshire. I was at the Kent one, but all the sites are roughly similar with a large area of very rough woodland to play in. Until recently you had to be 18 or over to play the game, but the Kent site is just starting game days for the 16 to 18 age group — ring for availability.

To find details of a site in your area and game play dates ring their central office on 940 7644 for the Kent site ring 01-960 4941. I'd also like to thank Nigel Lacey and his sister Vicky Adams for looking after us so well, and the two manic umpires Alan Grant and Clive Adams for their calmness in the face of adversity.

War Correspondent: Mike Roberts
Pics and complete liability: Martin Neeves

STRATEGY

Title:	**Computer Scrabble**
Computer:	**MSX**
Supplier:	**Leisure Genius**
Price:	**£9.95**

Playing Scrabble on a computer is limited by the vocabularly the machine has to draw upon and the honesty of the players involved. I can't judge the honesty but the vocabulary of this version has 11,000 words to draw upon.

This is the official version of the game, licensed by J.W. Spear and Sons, and has one main advantage over the original tile game, you can't lose the letters.

Scrabble is a game of skill and luck. The luck lies in the selection of seven letters drawn from the pool, the skill is how you combine the letters to make up a high scoring world. The words are placed on a squared board to gradually form a 'crossword' skeleton. Each new word is laced so that it creates a word in conjunction with one already on the board.

Each of the tiles has a different value and these combine with the bonus squares on the board to create a score. The player who accumulates the highest score wins the game.

This computer version covers all the angles. There can be up to four players either human or computer, the screen can be set for colour or monochrome sets, cheats are challenged and the individual players tiles can be hidden or shown depending on how you fell. The computer players can have a skill level set from beginner to advanced level so you are never short of an opponent.

Human players will occasionally come up with a word which the computer doesn't know. In such cases the word will be challenged and this relies on your honesty to tell the computer if the word exists or not.

As a Scrabble fanatic I was rather dubious about a computer version but this is so good that I must confess I preferred it to the board game. At least playing it this way releases you from having to calculate the scores. **J.G.**

PLANET RATINGS

Originality	
Graphics	
use of machine	
Value for money	

STAR RATING

Nova

Title:	**Battlefield Germany**
Computer:	**Amstrad**
Supplier:	**Cybercom Enterprises**
Price:	**£8.95/£13.95 tape/disk**

Another wargame set in the near future and featuring a conflict between the NATO Alliance and the Warsaw Pact. There is the possibility of nuclear conflict only in the two player game. This is due to memory restrictions, the extra space in the one plyaer game being for generating the tactics of the opposition. You can choose to play either side and there are various factors that can be changed according to the degree of difficulty required.

The dsiplay is the standard wargame one of a hex grid marked with various terrain types, units and cities. At the top of the screen is an information box. At the right is a map of the whole area — the hex grid is very much an enlarged portion — and at the bottom right hand side of the screen is a box giving unit information. The game is played over a series of turns, either 6 or 12 depending on choice and victory is determined on a victory point scale — points are awarded for capturing towns etc.

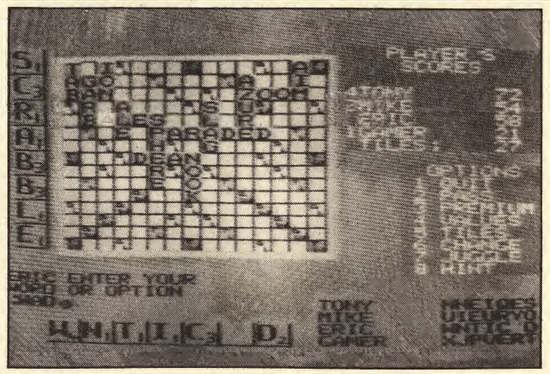
Battlefield Germany is most definitely not a game for the beginner. The game features terms that are well known to experienced players but are likely to totally confuse a newcomer. This is not helped by cluttered unclear instructions (they should be expanded to at least twice as long and put into a more logical order) and game controls. Ther is a lot in this game and wargamers should ind it a great challenge but if you are thinking of buying your first wargame, you would do better to cut your teeth elsewhere.

At the present, the game can only be obtained mail order. If you are interested, you should get in touch with Robert McMahon, Cybercom Enterprises, 16 Egdon Drive, Merley, Wimborne, Dorset BH21 1TY.

Originality	
Graphics	
Use of machine	
Value for money (beginner)	
Value for money (experienced)	

STAR RATING
White Dwarf (beginner)
Bright Star (experienced)

REVIEWS



Title:	**Contamination**
Computer:	**Amstrad**
Supplier:	**PSS (GRE Informatique)**
Price:	**£9.95**

The world is in the grip of the dreaded lurgy or to be more precise, several dreaded lurgys. As head of the World Health Organisation and an eminent biologist in your own right, you must eradicate the various viruses whilst limiting loss of life to a minimum. This will involve research and dabbling in genetic engineering although if things really get out of hand, you may be forced to detonate a bomb which although it is guaranteed to wipe out the virus, will also wipe out most of the surrounding population as well.

The game opens with a display showing a map of the world with a series of icons underneath. A large black cross appears on the map indicating the breakout of the first epidemic. Sit and watch the screen for too long and you will find that you are looking at nothing but black crosses. These viruses breed fast. There are five icons at the bottom of the screen. The first of these lets you bomb an area although this is likely to result in game over time if you do it too quickly. Putting a sanitary cordon around an area slows the spread of the virus but makes the inhabitants unhappy. Terre brulee (burnt earth) is a more drastic form of sanitary cordon. Analyse territory gives details of an area which is useful for knowing how a virus is likely to spread and the final icon allows you to take a sample of the virus for laboratory analysis. After selecting the icon, you can then move a cursor round the map onto the area of your interest.

One of your first tasks will be to analyse a sample and try to create an anti-virus which will destory the original. Identifying the virus gives you its amino acid structure and lets you name the virus. I would recommend that you write down all the appropriate details of the virus at this stage. Then its off to the electron microcope where you must create your own molecule from amino acids floating round the screen. This is done by picking up a unit and dropping it on the edge of the screen. It will move slowly round the edge and you can add other pieces to the chain. Each virus has its own logical set of rules for creating the anti virus depending on how the infection is transmitted e.g. in blood or through the air. You can now treat a region with your new anti virus although it is probably better to experiment first in order to make sure that your creation is effective. This gives you some inidication of how many amino acids are wrongly positioned in your masterpeice of genetic engineering turns out to be useless. When you are satisfied, you can treat an area knowing that you can use that particular anti virus whenever you meet the original — you don't have to start all over again.

Contamination is a highly original game that will give you plenty to think about. A dose of 'flu will never be the same again. **G.H.**

Originality	
Graphics	
Use of machine	
Value for money	

Star Rating

Nova

REVIEWS

Title:	**Austerlitz**
Computer:	**Spectrum 128**
Supplier:	**Lothlorien**
Price:	**£7.95**

Napoleon can hardly be said to be one of Britain's favourite historical figures although the fact remains that he was a brilliant general. Nowhere was this talent displayed more than in the battle of Austerlitz in 1805. Napoleon had been crowned Emperor of France the previous year and basically, all the other major European powers decided to gang up against him. The French armies had occupied Vienna and Napoleon wanted to consolidate his positions be engaging the Austro-Russian army in one decisive battle. This took place at Austerlitz and although the allies had superior numbers, the French were better trained and disciplined and inflicted such a crushing defeat on the allied army that Austrians immediately sued for peace and the Tsar went back to Russia.

Austerlitz is a one player wargame which puts you in Napoleon's boots as you try to defeat the Austro-Russian army before the Prussians join the alliance. There are three skill levels to choose from — beginners, standard and advanced. Victory is achieved by reducing your enemy to less than six units or 20,000 men.

Two unusual features make this game noteworthy. After their initial positions have been displayed, all enemy movement will be secret, this is designed to recreate the confusion of battle together with some early morning mist. Enemy units can be discovered by scouting, moving next to one of your untis or if one of your commanders tells you and this illustrates the second feature, that of intelligent commanders. You have six corps commanders and you give orders to them, control all individual units yourself or any combination of the two. Typical orders might be to hold a position, engage the enemy or move.

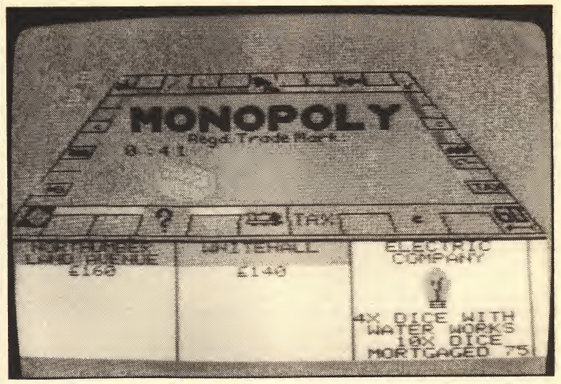
Controlling the game is very straightforward helped considerably by a well presented instruction booklet. The graphics are large and clear and it is easy to work out what is going on. Wargames have a reputation for being horribly complex but Austerlitz belies that theory be being extremely well presented whilst still giving a good challenge to any budding general.

PLANET RATINGS

Originality	
Graphics	
Use of machine	
Value for money	

STAR RATING

Red Giant



Title:	**Computer Monopoly**
Computer:	**MSX**
Supplier:	**Leisure Genius**
Price:	**£9.95**

In Russia, this is the Capitalist game you win by losing, Waddington's Monopoly must be one of the world's most popular games, toy cupboards are incomplete without it.

The idea is to circle a board wheeling and dealing like a Real Estate Baron. A cost can be levied on any opponent who lands on any of the squares which you own. Most of the squares can be bought if they bear the name of a London street, station or if it's the electric or water company. Hazards include Chance and Community Chest squares which can be beneficial or harmful to your financial status.

The idea is to bankrupt all of your opponents by developing your property before they develop theirs. Opponents can be human or computer and up to six players can take part. The computer also acts as banker.

To find out who owns what and where or to gauge your status inthe game, there is a menu of options. This menu alos allows you to buy houses and hotels to develop your proprty or, if thngs take a turn for the worse, to mortgage your property.

The rules of the game are fixed to those laid down by Waddington's. This makes for a long, involved game but there is no save game facility. For this reason a shorter game can be played by specifying a time limit.

The graphics of the original board are too detailed to produce on screen so the screen is split in two. the upper section shows the board with the pieces in their relative positions, while the lower half shows a blow up for the current player's position with the following two squares to the left.

A throw of the dice is accompanied by an excellent piece of dice-rolling animation making the game a sight for sore eyes.

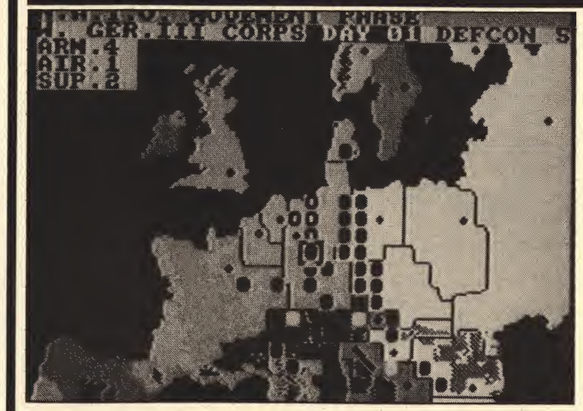
Excellent value. **J.G.**

PLANET RATINGS

Originality	
Graphics	
Use of machine	
Value for money	

STAR RATING

Nova



Title:	**Theatre Europe**
Computer:	**Spectrum**
Supplier:	**PSS**
Price:	**£9.95**

A chilling vision of a Third World War is presented in this controversial wargame. Originally released over a year ago for the C64, the Spectrum version of Theatre Europe has at long last been released. The "problems" with this game occurred when the media got hold of the story that whilst playing this game, one of your options was to launch a nuclear strike on your opponents. What everybody missed in their search for a story was the fact that Theatre Europe is very much aginst using nuclear weapons. Any one who tries using them is likely to find that there he is on the losing side and if he launches all of his missiles, then everyone ends up on th elosing side.

The battlefield is fought right across Europe although in practice, the movement tends to be from east to west. Whilst everything has been kept as accurate as possible, considerable juggling had to be done with the numbers of troops on each side in order to make the game playable for two players. (If the current numbers were used, the Warsaw pact has such a phenomenal numerical advantage as to make the game not worth playing). The game is played over a series of days. Starting with the Warsaw pact the sequence of play is move, attack, rebuild and air phase. Then the NATO forces get the chance to reply.

The air phase gives you the chance to gain control of the airspace over the battlefield, attack enemy air fields, attack his suply network or make reconnaissance flights as you try to determine an enemy unit's strength. Each turn, you also get the chance to launch a special attack using either chemical weapons or a limited or all out nuclear strike. Before you use the nuclear option, you must enter the correct authorisation code which can be obtained by phoning as given number. This recorded message also gives details of the likely results of such an attack. In other words, you are made to think long and hard before going ahead with your strike. The best tactics for NATO are a general strategic withdrawal, fighting only where you have to.

Presentation of the game is excellent with joystick and keyboard options and a highly legible map to follow the action on. There are three skill levels to choose from and you can play against the computer, another player or just sit back and wtch the computer play against itself. As if that wasn't enough, you can also choose to take part in action screen in which you must ry to destroy enemy planes with your guided missiles. Theatre Europe is an excellent wargame that will certainly make you think and pray that it never happens for real.

PLANET RATINGS

Originality	
Graphics	
Use of machine	
Value for money	

STAR RATING

Nova

95

Title:	**Iwo Jima**
Computer:	**Spectrum**
Supplier:	**PSS**
Price:	**£7.95**

If you thought that playing wargames involved giving obscure commands to unrecognisable armies, think again. Iwo Jima, the latest title in PSS's Wargames Series requires just three keys to control everything. Two of these scroll you backwards and forwards through a series of menus and the third enters your chosen comand. You can't get much more user friendly than that!

You command the forces of the US Marines as they try to capture the island of Iwo Jima from the Japanese, simulating one of the bloodiest battles in the second World War — the Americans suffered 24,000 casulaties and the Japanese 22,000, all in the space of thirty six days. A map of the entire island is displayed on the screen together with a box in the top left hand corner giving details of any Japanese unit under attack. The map displays various terrain features and shows the position of any enemy forces tht you have located. All you have to do is eliminate all the Japanese units within a certain number of turns (this varies according to the difficulty level selected).

Your first objective is to establish a beach-head on the island. There are five potential sites next to each other but you should take great care not to wander into any of the minefields that are nearly. You get the chance to command each of your units in turn with the four main choices being land, move, attack and pass. Re-inforcements will arrive in turn three providing that the sea is calm and this will give you a total of twenty units with which to accomplish your task. Each unit has an aggression and defence factor which determines how efficient a fighting force they are. Movement factor shows how far they can move each turn (although all movement stopsd if they move next to an enemy unit) and range is an indication of how many squares there can be from an enemy unit before they can attack it. The Japanese will not surrender and are likely to launch kamikaze attacks when their units are very weak. Likewise, their planes and submarines will attack your support ships thus reducing the amount of maval gunfire that you can call on each turn.

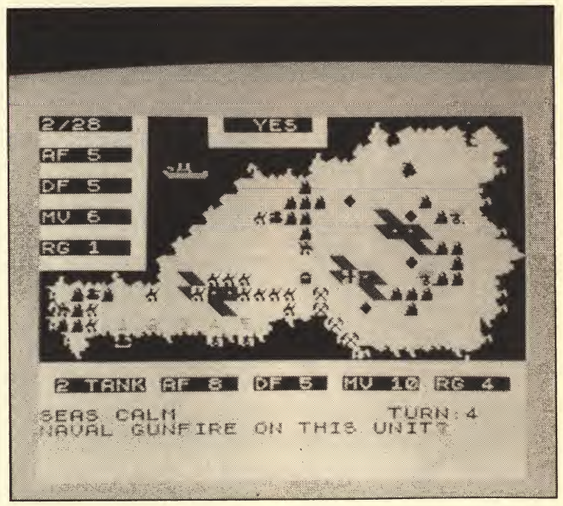
Iwo Jima is an ideal game for novice wargamers to cut their teeth on. The rules are clear and the game is simplicity itself to control. Experienced games will probably prefer something with a bit more realism and complexity though.

PLANET RATINGS

Originality	
Graphics	
Use of machine	
Value for money	

STAR RATING

Bright Star



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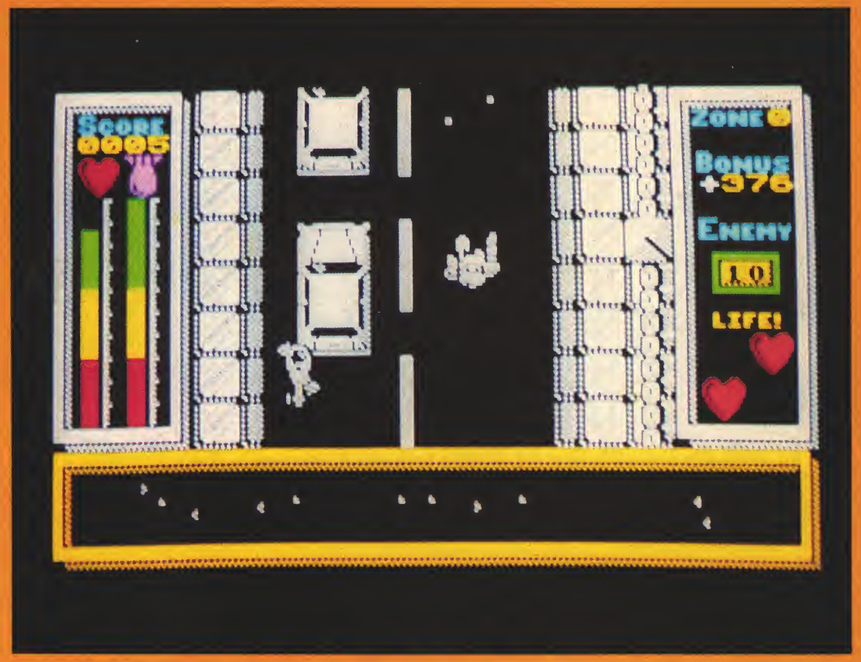

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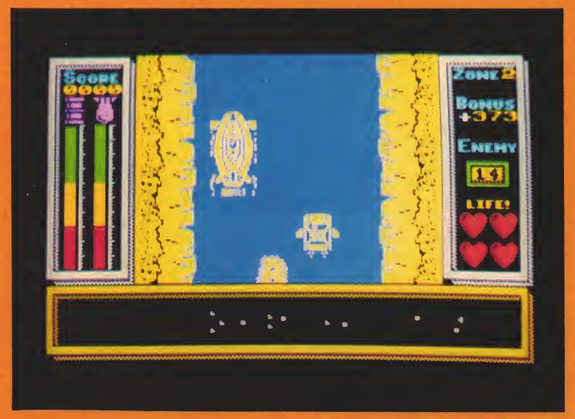

Join Ricky Steel in his first adventure

Ricky Steel is a perfectly normal teenage superhero. Normal in that he has a steel arm and an extremely slick car. The car in question is called "Nightwind" and is in fact a Class A101 hyper alloy combat vehicle fitted with rapid firing, double barrelled energy bolts and uranium thunderbombs that can be dropped when Nightwind flies. A perfectly normal teenage superhero.

In this new Spectrum game from Mikro-Gen you play Ricky in a four part game as you battle against the invading alien hordes of the infamous Dr Vardos to stop him achieving his ultimate goal to conquer the Earth.

Before you can really start blasting Dr Vardos's minions into dust you have to get to Nightwind which is at the end of zone zero.

In the centre of the screen display is a scrolling top view of the part of the zone you are currently in. Below this is an alien scanner that shows the position of the aliens in the present zone. On the left are two gauges showing current fuel and bomb levels and on the right is an alient counter and a bonus score counter. This is added to your score when you complete a zone but beware as if it becomes negative you can forget about that high score.

In zone zero Ricky has to walk through a barrage of alien helicopters, tanks, jeeps and zeppelins before he even gets to Nightwind. Luckily he can defend himself with a portable laser which can cut down the enemy in any of eight directions. Unfortunately the slightest touch from one of Dr Vardos's minions will be fatal as will their bullets or even the edges of the screen. Any of these will cost you one of your four lives that are each represented by a heart.

It will take you several attempts to get through this screen, even in the easiest, aptly named Easy Peasy level, but eventually you'll find Nightwind and head for zone one.

Zone One is a simple wipe out everything that moves game in which your twin energy bolt lasers will get some heavy use as you must cut your way through more helicopters, missiles and gun emplacements, since you drive through this entire zone you must ensure that you don't drop one of your uranium thunderbombs by mistake or you'll blow yourself up. You also have to keep a careful track of your fuel gauge as a life will be lost if this runs out. You can refuel by simply colliding with fuel tanks that float around the screen. Unfortunately I always manage to shoot them as they come on the screen.

In Zone Two Nightwind takes to the skies and not only battles with planes but must also bomb android submarines before you can finish the zone. The problem with the subs is that if they submerge you can't get them, so you have to turn back for another run which may leave you exposed to a missile attack. Maybe next time Ricky should fix double barrelled energy bolts to both the front and the back of Nightwind.

Finally in Zone Three Ricky is back on foot again, this time hunting down Dr Vardos himself. However, there are still a few androids around so Ricky will have to be on his guard as he searches the rooms and archways. Find and destroy Dr Vardos and the game is won.

Stainless Steel is just the first of a series of Ricky Steel adventures planned by Mikro-Gen and has a "Spy Hunter" sort of feel to it. The action is fast and furious and will drive you back for more. The swapping from foot to car ensures that each zone poses a different challenge.

The graphics are good especially the screen scrolling which is exceptionally smooth as is the animation of the aliens, my favourite being the helicopters.

Once you have completed the game at the easiest level then you can up the stakes and fight more and faster aliens at the three higher levels.

Stainless Steel is available for Spectrum computers from Mikro-Gen and costs £7.95.

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Graphics	
Use of machine	
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